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Issue 21 September 1994

NUTTER!

STARGATE

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EXCLUSIVE

STARGATE REPORT.

ALL FORMATS

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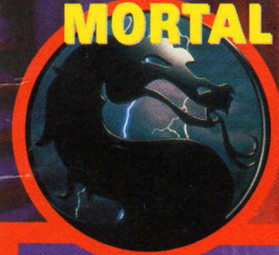

Full MEGA DRIVE review inside. Is this the game of the '90s?

ALIEN VERSUS PREDATOR

The wait is over, and this *really is* the Jaguar's finest hour. First ever review inside. Page 32

ZERO TOLERANCE

Virtual Reality bloodfest on the Mega Drive!!!

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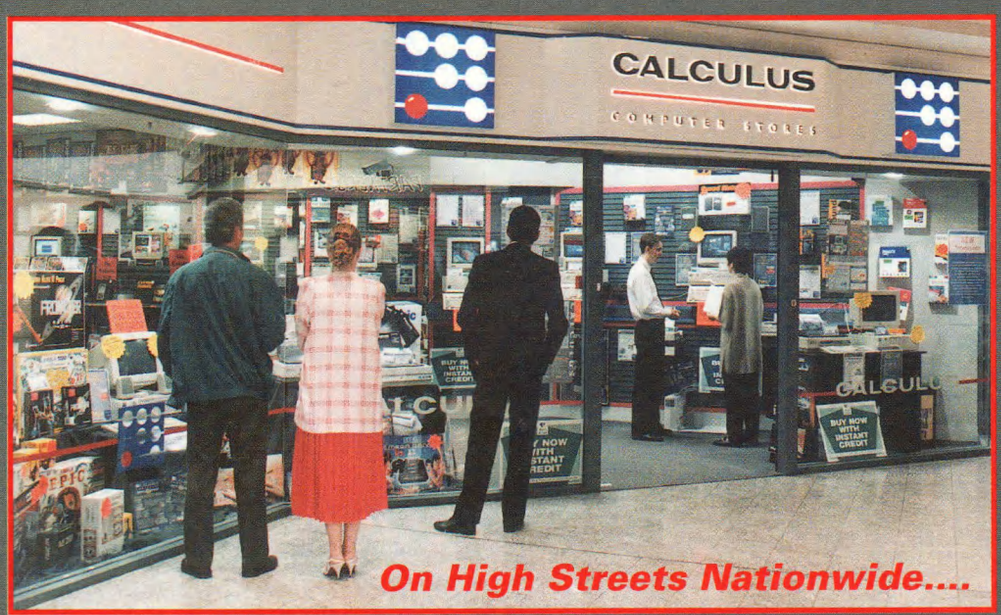

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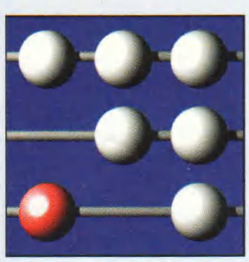

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CALCULUS

The official magazine of Britain's top rated TV video games show.

ISSUE 21
SEPT 1994
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GAMES X

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Other top mags from Future... Total!, Mega, Sega Power, Super Play, Amiga Power, Amiga Format, Edge, and soon... Ultimate Future Games. We didn't do any funny names this month did we? No we didn't. But we will next month and we'll do it because we love you. You are our only reason for living. Well, you and a few other things – like money and power and desire and... oh lots of stuff. Anyway here's a joke for not giving you a themed flanel panel: Two nuns were sat on a wall, one had a stroke, the other... (*not that one* – Tim). There was this donkey, right, and he walked up to this... (*no* – Simon). This bloke had the biggest (*gah!* – All). Oh I give up!

REVIEWS KIOSK

31 September is such an exciting time. Not only do the Dolphins get another crack at the Super Bowl, but we've got the first review of Alien Vs Predator, another Jaguar must-buy, and more 3D in-yer-face action with Zero Tolerance on the Mega Drive.

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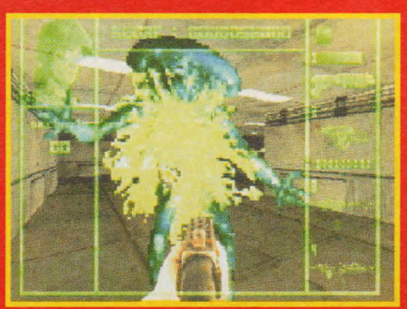

These 3D Doom-type games aren't the future – they're NOW. And this is one of the best yet.

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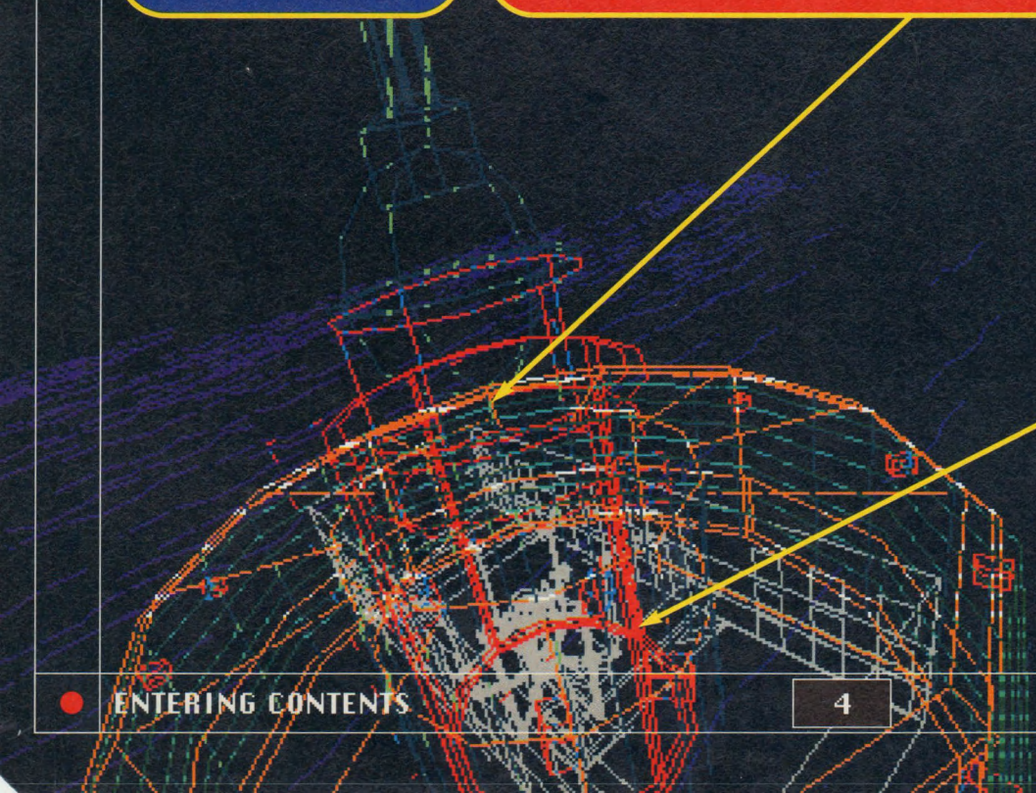

TIPS ZONE

75 It may be overstating it to say that this section's for the losers in life, but there's an element of truth to it.

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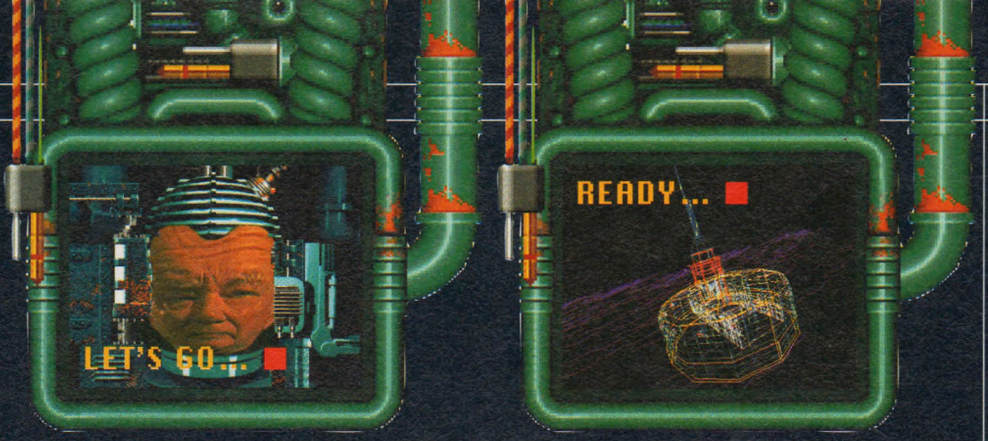
CONSOLETATION ZONE

92 More question and answer antics in the wackiest tips zone around.



MASTER

He's a NUTTER! And he's looking at you. What you gonna do?

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See the first exciting game shots of Nintendo's Ultra 64. Read about the Future Entertainment Show, the 3D0 roadshow, the finest gamesplayers in the world, and lots of other news from the world of videogames. Where we live.

10 CHARTS
Will there still be a bunch of football and tennis games at the top? Have you lot got fed up with the World Cup and Wimbledon yet? The charts tell all. About the sales of videogames.

12 STARGATE
Our cover exclusive this month is an in-progress investigation into the awesome Stargate. Based on a soon-to-be blockbuster movie, this SNES/Mega Drive platform shooter looks certain to blow you away. Check out our major report.

16 PROTOTYPES
Other great previews include Street Racer, the best looking SNES game in yonks, and the arrival of Probotector on the Mega Drive. Hurrah!

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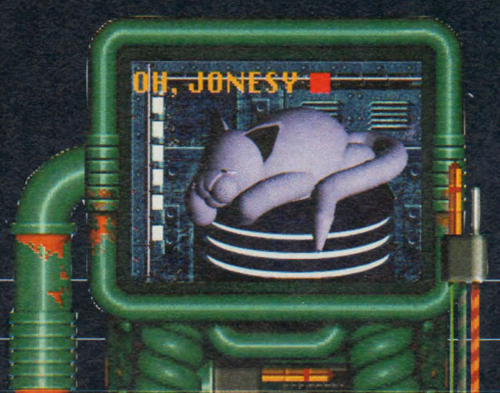
Virtual Reality bloodfest on the Mega Drive!!!

27 DIAMOND GEEZER
More words of wisdom from our main man on the telly. Hear his views on the new series of GamesMaster, other TV videogame shows, Danni Behr and the infamous 'Red Jacket'.

32 ALIEN VERSUS PREDATOR
We went to a lot of trouble to get this utterly exclusive review of the game all Jaguar owners have been waiting for. Find out if it's all it's cracked up to be (*Er, we've already told them it is* – Simon).

36 ZERO TOLERANCE
The trend for realistic 3D games continues, and the Mega Drive's having some of the action. It's great to see a game that really pushes the console to its limits.



FREE!! The top 100 games of all time!

NETW

3DO-IT'S OFFICIAL

THE WAIT IS FINALLY OVER

On sale for the first time in the UK, 3DO will be available in your high street for the very real price of £399.95. Packaged with it comes the game *Total Eclipse* (GamesMaster 16: "It's very fast and nice looking, but aside from that there isn't much to distinguish it from all the other thousands of shoot-em-ups that are out there. 73%" – Good old Les).

In order to put it about a bit, Panasonic have got a 45ft truck that opens out into the shape of, wait for it, a giant 3DO. This will head the Panasonic Juggernaut Roadshow which will be visiting 30 venues between now and Christmas. All you need to do to get your hands on a free go is wander up, smile and take the time card that they'll be handing out. Then nip home, change your jumper and do it again, then get a false moustache (*Yes we get the picture* – sparky reader). See below for tour dates and locations. For more information call free on 0800 444220.

It's a massive promotional tour, is this, with a truck that turns into a 3DO and everything. Just like a Transformer.

3DO TOUR DATES

23-24th July Thorpe Park, Surrey
26-28th July New Forest Show, Brockenhurst
30-31st July Fairford Internaional Air Tattoo, Gloucester
2-7th August Swanage Regatta & Carnival, Dorset
9-10th August Lakeside, Thurrock Essex
12-14th August Northampton Balloon Festival
17-21st August Airbourne '94, Eastbourne
24-27th August Dartmouth Royal Regatta
29-30th August Aintree Show
1st Sept American Adventure, Derbyshire
3-4th Sept Sheffield Show
7-11th Sept Chessington World of Adventures
20-25th Sept LIVE '94, Earls Court, London
28th Sept–4th Oct Lakeside, Thurrock, Essex
9th October East of England Autumn Exhibition, Peterborough
11-15th October Meadowhall Centre, Sheffield
17-22nd October Woburn Safari Park, Woburn
24-29th October Fairfield Halls, Croydon
2nd November City of Portsmouth Firework Display
4th November Big Night Out, Suffolk
7-12th November Clifton Moor Centre, York
14-18th November Metro Centre, Gateshead
20-25th November Covent Garden Piazza

WE'LL ALL BE AT THE FES AT EARLS COURT IN OCTOBER - WILL YOU?

ULTRA KILL

See that geezer over there. Looks a bit of an arse kicker doesn't he? Well that's because he is. He's the star of *Killer Instinct*, the amazing new beat-em-up that will be rocking the arcades later this year, with the Ultra 64 console version following in '95. Nintendo have also indicated that the home version will be coin-op perfect. With futuristic, rendered sprites and backgrounds, plus a bucketload of blood and gore, this looks like it could be *the* beat-em-up to 'have your mates' on. It certainly caused a commotion at the CES, and we'll bring you more news on the finished version very soon.

Looks a bit harder than your Ryu's or your Scorpion's doesn't he? And a nice line in footwear too.

GamesMaster comes to life

The Future Entertainment Show — Earls Court 2, 26th – 30th October 1994 — CD-Rom ○ Amiga ○ Mac ○ PC ○ CD-i ○ Consoles

Want to be the first to play the new releases? Want to meet the brains behind the games? Want to experience the news, previews and reviews direct from the pros (that's us)?

Well, just make sure you get some time off during the October half term week, because that's when the Future Entertainment Show lands in Earls Court, London. You'll see and play all the Christmas releases, on all the machines from the SNES, Mega Drive and Amiga to the latest in CD technology.

It's got the lot, has the FES.

You'll see three theatres running special events constantly over the entire duration of the show. One theatre is dedicated to videogaming, which is where all us GamesMaster lot will hang out. It'll feature the programmers and designers behind top games like *Starwing* (Jez San), *Theme Park* and *Syndicate* (Peter Molyneux), *Street Racer* (Mev Dinc), *Tempest 2000* (Jeff Minter), *Alien Versus Predator* (Jason Kingsley), *Cannon Fodder 2* (Jon Hare), *Jimmy White's Whirlwind Snooker* (Archer Maclean), and more. They will be there to to talk about their latest projects and take part in special discussions on topics as diverse as the "Lack of originality in games" and "The potential of CD gaming". Learn about 3D gaming technology, hear top insiders' views on the censorship debate and check out the new generation of hardware.

The other two theatres are dedicated to the Amiga and PC respectively, and will be providing information on the games, application programs and all other aspects of your favourite machines. If you're serious about videogaming you can't afford to miss it.

TELL ME MORE...

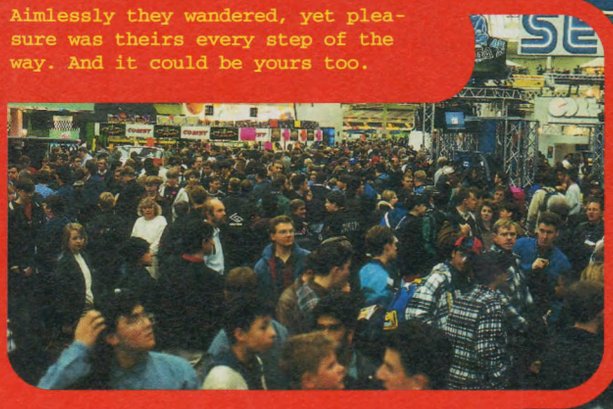
This year's FES takes place at the Earls Court Exhibition Centre Hall 2, Warwick Road, London SW5, from Wednesday 26th to Sunday 30th of October. The show is open from 9.30am to 5.30pm (9.30am to 5.00pm on Sunday). It'll cost you £6 in advance (use the coupon on page 43) or £7 on the door, but if you book a party of ten or more in advance it'll put you back a measly fiver each. Credit Cards are accepted on the FES hotline, tel: 0369 4235.

LOOK A FOOL AND WIN A CONSOLE

On Saturday 29th we want to see the Earls Court Exhibition Centre filled with giant game characters. Dress up as someone and we'll judge the best. It doesn't matter who you choose to "be" – Sonic, Chun Li, Baraka (very difficult). Just convince us you're the real thing for the chance to win the BIG mystery prize.

People and Videogames everywhere. These are the bogs!

Last year people were astounded by the unusual perspective effects inside. "I never new it was so big," said a man.



Aimlessly they wandered, yet pleasure was theirs every step of the way. And it could be yours too.

NETWORK

BLOCKBUSTER CHAMPIONS

The Trocadero in London's Piccadilly Circus, Saturday July 30 was the venue, when 130 of the best Sega and Nintendo players (aged 20 and under) gathered for the finals of the Blockbuster Videogame Championships, sponsored by (among others) GM magazine. Throughout July, 8500 entrants did battle in 65 countrywide stores, on three games, with every store producing a format champion.

Danni Behr and Jonathan Coleman (some Australian geezer) hosted the event, and there were guest appearances from rugby star Tony Underwood and American basketball-meister Stacey King. And someone from GamesMaster of course.

Tension mounted as the competitors gathered to play four 2-minute periods of *NBA Jam*, with only one case of cheating being reported. The 165 entrants were whittled down to four finalists. 15-year-old Jamie Hall from Ipswich triumphed over Hiten Shah in the Sega final, while Leon Kane took the Nintendo spoils against a hardy opponent in Jay Ghumania. All four won a sackful of goodies including a Chicago Bulls jacket, an NBA team vest and a copy of *NBA Jam*. More importantly, they're all off to Florida to compete in the World Game Championship in August against the finest gameplayers in the world. Not bad.

Rex goes RAD

Had enough of the po-faced antics of *Jurassic Park*? Well, here comes a T Rex with a difference. *Radical Rex* is the new game from Activision that features a skateboarding Tyrannosaurus who's hip and cool, supposedly. The 8Meg game is due to appear on Mega Drive and Mega CD later this year, but here's a snapshot of the radical little chap in action, to keep you going.

GM Jacks into THE NET

GamesMaster (our sister TV show) are taking GM to the forefront of technology with the GamesMaster BBS/network service.

What this means is if you have a modem attached to your computer you can jack into the GM matrix by dialling 081 539 6763. The service is free so you just pay for the cost of the call. You can send messages to the show, to each other, to Dominik, you can exchange games and cheats, read reviews and best of all, download game demos.

Now for the techie stuff. If you own a modem, set your comms software to 8Bits, no parity and one stop bit. Phone the number and follow the instructions on screen. Easy, eh?

WANNA GO STAR TREKKIN'?

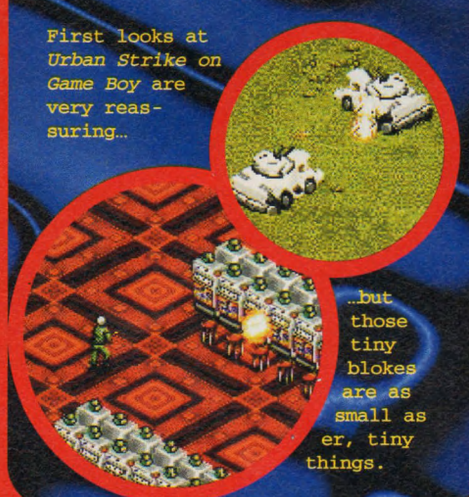
We've got five of the new interactive video board game Star Trek – The Next Generation, by MB Games, where you have one hour to save the USS Enterprise. It retails for around £24.99 but you can win one by answering the question below and sending it to: **I'll BOLDY GO, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.**

What was the original Enterprise's code: a)BUL 5417 b)WIT 4321 or c)NCC-1701?

YORK

YOU'RE DOING WHAT?

In surely the most bizarre licensing move of the century, Electronic Arts (great games like *FIFA* and *Jungle Strike*) have licensed some of their titles to THQ (crap games like *Veediots* and *Total Carnage*). As part of the deal, THQ will be producing *Urban Strike* for the SNES, Game Gear and Game Boy, *Jungle Strike* for the Game Gear, and *John Madden Football*, *FIFA* and *NHL Hockey* for the Game Boy. Quite how these great titles will translate to the hand-helds will be interesting. Perhaps this is proof positive that THQ are turning their reputation around after buying top programmers Black Pearl Software, last year.



First looks at *Urban Strike on Game Boy* are very reassuring...

...but those tiny blokes are as small as er, tiny things.

GM GOES TO HELL

It's starting to sound like a movie series now isn't it? The new series of GamesMaster is going to be set in, wait for it, hell. Although they could have saved on the cost of a set by filming it at Les' house, Hewland International (the people who make the show) are at this very moment surveying the murky depths of the underworld to get the atmosphere just right for the new series. Bet you didn't know there was a connection between baldy GM and old Lucy himself, did ya?

You can be sure that as soon as the final details are, er, finalised, we'll overwhelm you with information. As a location has yet to be chosenHewland are keeping tight-lipped. But by next month there should be some exciting developments afoot in the world of GamesMaster.

SONY GO FOR PRIME TIME

Sony are developing three new titles based on comic books produced by Malibu comics. *Prime* and *Firearm* will appear later this year on Mega CD and a mystery third title will appear next year, also on Mega CD. All these games are based in a place called Ultraverse, a superhero universe where everyone is completely bullet-hard.

Prime? That's his name or something? Rhymes with 'crime', which he fights,a lot, I reckon.

ULTIMATE MAGAZINE LAUNCHED

From the makers of GamesMaster magazine comes... Ultimate Future Games. It's a multi-format mag completely dedicated to the new generation of consoles and games, as well as the biggest and best titles for your system. It's also coming out in a blaze of freebies, colour and other paraphernalia at this year's Future Entertainment Show, and will be available at newsagents everywhere on November 1st.

So, if you've a hankering for a Jaguar, a need for an Ultra 64, or a secret love for a Sony Playstation, get ready for something special. It'll also be covering Neo Geo CD, CD-ROM, CD-I, Mega 32, Sega Saturn and yes, even consoles.

We willl be giving away a free (that's right, FREE) mini-issue in next month's GamesMaster, so you can check it out for yourselves. You can be sure that we'll keep you up-to-date with details. Ultimate Future Games will be the perfect complement to GM.

Ultimate Future Games - out Nov 1st.

Ultimate Future Games

15

THE GUYVER

BIO-BOOSTER ARMOUR

THE ULTIMATE WEAPON

THE UK'S FIRST MONTHLY VIDEO-COMIC

EACH WITH A FREE "HELLKATT" COMIC-STRIP by Tony Luke & Alan Grant

THE DEATH OF THE GUYVER

DATA 5

Number 5 of 12 EPISODES

THE DESPERATE COMMANDER GYOU COMMANDS HIS MEN TO TRANSFORM MAKISHIMA, THE HEAD OF CHRONOS JAPAN, INTO A ZOANOID ARMED WITH AN ENZYME CAPABLE OF DISINTEGRATING THE GUYVER ARMOUR. TO FORCE A CONFRONTATION WITH SHO, GYOU HAS BOTH HIS GIRLFRIEND AND HER BROTHER KIDNAPPED. THEY ARE TAKEN TO THE MOUNTAINS AND FORCED TO WATCH AS SHO AND THE TRANSMUTATED MAKISHAMA FIGHT IN A BATTLE TO THE DEATH.

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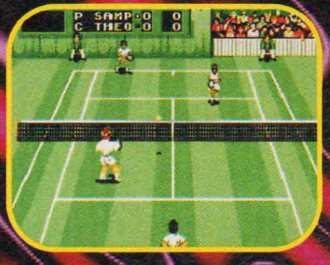
CHARTS

SNES

1. FIFA Soccer — OCEAN
2. Super Metroid — NINTENDO
3. Rock 'N' Roll Racing — INTERPLAY
4. Chaos Engine — MICROPROSE
5. NBA Jam — ACCLAIM
6. World Cup Striker — ELITE
7. World Cup '94 — US GOLD
8. Choplifter 3 — SONY IMAGESOFT
9. Super Empire Strikes Back — JVC
10. Soccer Kid — OCEAN

MEGA DRIVE

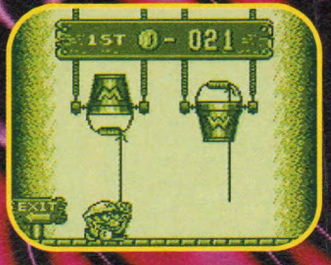


1. Pete Sampras — CODEMASTERS
2. World Cup '94 — US GOLD
3. Chaos Engine — MICROPROSE
4. Streets of Rage 3 — SEGA
5. FIFA Soccer — ELECTRONIC ARTS
6. Dune 2 — VIRGIN
7. NBA Jam — ACCLAIM
8. PGA Euro Tour — ELECTRONIC ARTS
9. PGA Tour Golf 2 — ELECTRONIC ARTS
10. Sonic 3 — SEGA

AMIGA

1. Tactical Manager — KOMPART
2. Kick Off 3 — ANCO
3. Starlord — MICROPROSE
4. Cannon Fodder — VIRGIN
5. Beneath A Steel Sky — VIRGIN
6. K240 — GREMLIN
7. D Day — IMPRESSIONS
8. Ishar 3 — DAZE
9. Wild Cup Soccer — MILLENIUM
10. Heimdall 2 — CORE DESIGN

GAME BOY



1. Warioland — NINTENDO
2. World Cup '94 — US GOLD
3. Kirby's Pinball — NINTENDO
4. Zelda - Link's Awakening — NINTENDO
5. Star Trek - Next Generation — INTERPLAY
6. Kirby's Dreamland — NINTENDO
7. Cool Spot — VIRGIN
8. Super Marioland 2 — NINTENDO
9. Sensible Soccer — SONY
10. Ms. Pacman — NINTENDO

OUR TOP THINGS

SOME TOP FELLAS

1. MARADONNA — Cheeky git
2. STOICHKOV — Very scary
3. PICASSO — Chancer
4. ARTHUR FOWLER — Salt of the Earth
5. SIMON K — He's K-er-azy

MARCUS' TOP FEARS

1. SIMON K — Very frightening
2. MORNINGS AFTER — Sick feeling
3. TALL BUILDINGS — Low pavements
4. GINGER BABIES — No eyebrows
5. BLONDE WOMEN — Often attractive though

LES' TOP STRANGE STUFF

1. ME — No complaints there
2. HORROR FILMS — Very funny
3. SIMON K — No complaints there
4. LOCH NESS MONSTER — Top pet
5. BERMUDA TRIANGLE — Top holiday place

THE TEAM'S TOP PETS

1. CAT
2. DOG
3. RAT

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PROTOTYPES

We've had our ears to the ground again this issue, and we've come up with some stonking games that you'll be playing in the very near future. To kick off with, our cover game, *Stargate*.

It's obvious what's going on here. It's the old 'rock on a catapult' gag.

STARG

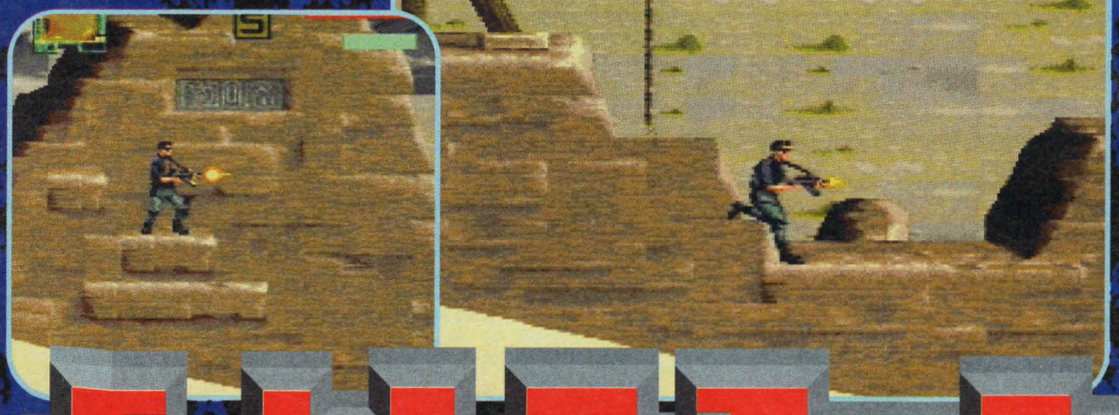
FOR - MEGA DRIVE/SNES
FROM - ACCLAIM

PRICE - £TBA
AVAILABLE - NOVEMBER

Stargate is one of those films that's got "license me" written all over it. Everything about it screams "Paint me some pixels and throw in some Mode 7, baby, I'm on for being part of the multimedia home entertainment revolution." Which is quite a coherent statement for a film licence. But developers Probe, masterminds behind the superb *Mortal Kombat 2* coin-op conversion, were aware of this potential from the start. "This is perfect videogame stuff," says (rather conveniently) Tony Beskwith, *Stargate*-the-game's Producer. "It's got the lot – loads of technical equipment, loads of guns and... Kurt Russell." Kurt Russell? "Originally we were going to have the character James Spader played as the hero of the game, but in the end we went for Kurt Russell, because he's got all the hardware and guns and stuff."

This attempt at political

He's got a gun, and he's going to need it when it comes to tackling some of the nasty baddies in the game.



MOVIE NEWS

The film is hitting our screens at Christmas, and looks stunning. We can't give too much away, but here's the basic scenario: aliens came to this planet 10,000 years ago, during the time of the ancient Egyptians, and took a whole bunch of humans to the other side of the universe using a device called the Stargate. This is a giant, round object (sorry), which transports anyone who passes though it to distant places in the universe. To travel, though, you must have another Stargate at the other end.

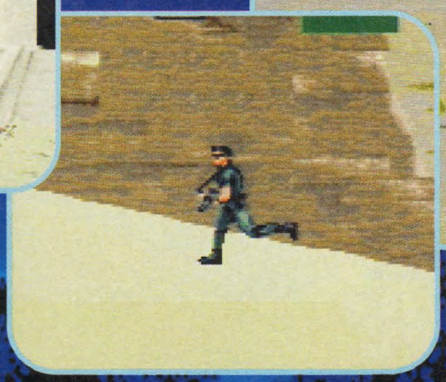
Cut to 1928, and an archeological dig looking into ancient Egyptian artifacts stumbles across the Stargate, covered in strange Egyptian symbols. Cut to present day, and scientists are still struggling to unlock the secrets of the Stargate. A top government expert in hieroglyphics, Daniel Jackson (James Spader), manages to decipher the codes and works out how to fire this mother up.

A group of US marines headed up by Colonel Jack O'Neil (Kurt Russell) and Daniel Jackson are sent through the Stargate. When they get to the other end they find that all the humans taken from ancient Egypt have been enslaved by the aliens and are mining Quartz frantically for their new masters and the boss human, an evil young Egyptian King named Ra.

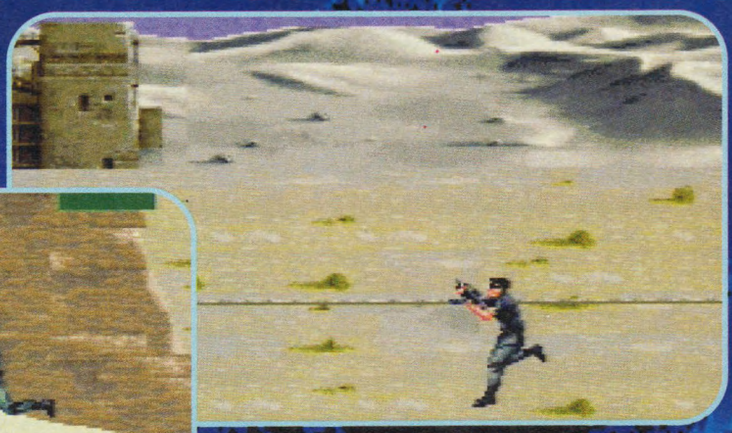
The marines are naturally heavily tooled up and end up clashing with Ra's forces. They must find out why the Quartz is being mined, defeat King Ra and work out how to get back through the Stargate to their own planet. All in a day's work for your U.S. marine. And in the game of course, it's up to you.

SCREEN SHOTS OF THE FILM - STARGATE™ TM & © 1994 LE STUDIO CANAL+ (U.S.). ALL RIGHTS RESERVED. TM DESIGNATES A TRADEMARK OF LE STUDIO CANAL+ (U.S.).

Can I do my 'It's a shame you can't see this moving' cliche? (*Yes* – Simon).



Run, jump, leap, hop, skip, bumble, bimble, bleep, bloke, blot, blob, phew!



Our hero on the verge of interacting with the physical, if you will, environment of the game. This rope has plenty of interactive possibilities, actually.

ATE

correctness is all very well, but no matter what you say, you have to have more than Kurt Russell to make a good game. I mean *Cliffhanger* had Sly Stallone, and *Last Action Hero* had Arnie, and they're both piles of pooh. So what have Probe done with all this potential? "It's basically a side-on platform shoot-em-up, but we've done a hell of a lot with it. The main sprite is extremely well animated, similar to the sprite in *Prince of Persia* in fact, which entailed shooting a lot of film footage of real guys running, hanging, climbing and so on, and then converting the separate frames to the computer so that we could run them in the game. We've also got some stunning backdrops, the desert level in particular, which has a real sense of depth, due to the amount of screen splits we've used. It's packed with these things. When we were working on *Mortal Kombat 2* we used some special compression techniques to get all the data on the cart, and we've used the same techniques to get everything in this game too."

DO YOU FOLLOW?

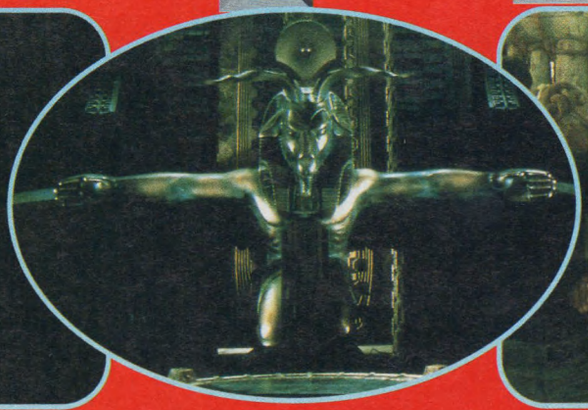
With Stargate – the movie shaping up to be a real blockbuster, how closely will the game relate to it? "We're using a lot of elements from the film, obviously. We actually start the game from the point where you get to the planet, so you'll begin by the Stargate, as if you've just come through it. The player will also have a radio so he can speak to the other marines and Egyptians, which is something else we got from the movie. Most of our locations are straight from the film too, and a lot of the equipment that the characters use."

Looking at the game in its current stage of development, one can't help noticing the similarities to a certain other videogame based on a blockbuster sci-fi film. "Yep, *Super*

CUDDLY BITS

The Mastadge is a cross between a camel and a buffalo, and can run at 35 miles an hour over the desert, which comes in very handy in both film and game.

Aaargghhhh! It's that nutter bloke off the cover. This is the Pharaoh's champion, and top hard jackal-headed geezer. Do not talk to his girlfriend, whatever you do.



Aaaarrggh! I don't know what it is, but it disturbs me. The devil rides about a bit.

Aaaarrrgh! No wait, this isn't all that scary actually. Still, aaaarrrgh, eh?

APOLOGIES FOR ALL THAT COPYRIGHT JARGON IN THE PREVIOUS SIDELINE. WE HAD TO DO IT. IT'S THE LAW, YOU SEE.

JACKALS AND HAWKS

Know your bad guys. In Stargate they take the form of King Ra's personal body guards. Known as the order of Horus, these guys live only to serve Ra, which includes giving up their own lives if necessary. They wear the Horus hawk illusion to keep the people in fear, and fly the Winged Glider aircraft. The leader of the Horus guards and the Pharaoh's champion is known as Anubis. He is the strongest and best trained geezer, and has never been defeated. He wears the illusion of Anubis, the jackal-headed boatman who takes mens' souls to hell. He's virtually unstoppable, which is why we put him on the cover. If anyone wants to challenge the Anubis and become the Pharaoh's champion themselves, er, go ahead. It's fine by us.

Faced with a certain impediment to his progress, Colonel Jack O'Neil (Kurt) has three choices: 1) drop to an untimely and messy demise, 2) shoot it, or 3) go home.

ANIMATE YOURSELF

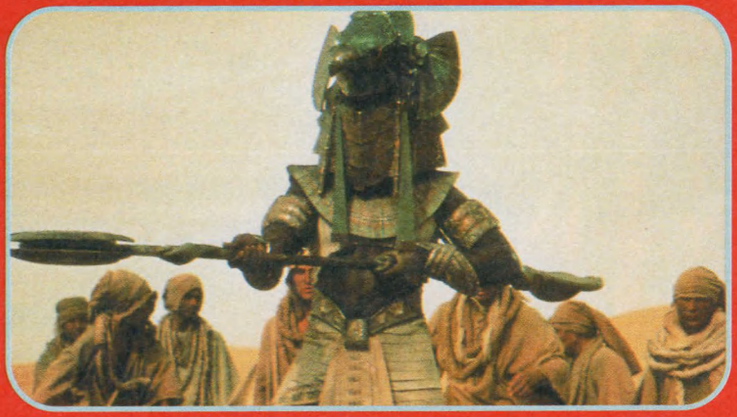
There's a fair bit of animation in this game, and we've managed to get hold of some sprite screens. Why not cut them out and create your own flick book with them? Can't be arsed? Fair enough.

Star Wars **was a little bit of an influence. In fact, the brief for this game was to make it a cross between *Star Wars*, *Prince of Persia* and our own *Alien 3*. But we must stress that this is going to have a lot more to it than any of these. It's totally non-linear, for a start. The game is organised into missions, and we're aiming for six levels, with 12 missions in each. Instead of a linear path through the levels, there'll be a lot of running backwards and forwards to get the stuff you need for each mission. For example, one mission might require you to find a piece of the Stargate. You get told your missions through your radio communication, usually about five missions at a time, and some of them will have time limits. You don't have to do all the missions, which means that if you fail a particular one, you can always go back, try again and see more of the game."**

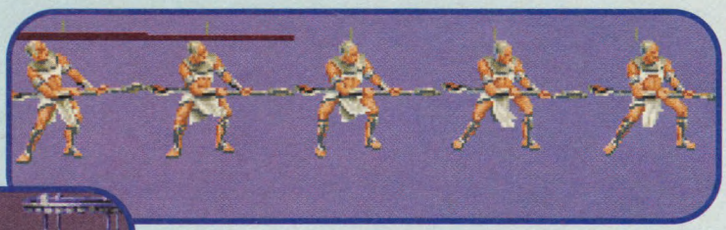
TOTAL CONTROL

Are there any other aspects of the gameplay which are unique? "Well something that we've put a lot of emphasis on is the controllability of the main sprite. As I've already said, there is a hell of a lot of animation going into your character, so there are all sorts of things he'll be able to do, to interact with the different game environments. For example, we've got several maps which involve you riding around in mine carts, to break up the platform levels. We also felt that it's really important for you to be able to shoot in all eight directions at any time during the game. Whether

There are lots of mysteries in Stargate. Why are humans working for aliens? Why is everybody the same age as when they left Earth? Why is everyone still dressed in Egyptian gear?

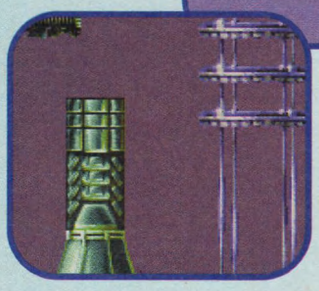


Aaaargghh! It's horrible. You looked at his girlfriend, didn't you? Get away from me, you're not my mate. Who are you? I'm with the big guy with the jackal's head. He's my best friend.



The Egyptian tug of war team were in good form.

Oooh, looks like we've got a bit of a magician on our hands. Bit of a smart arse, eh?



Maybe those hiero-glyphics in ancient pyramids are sprite screens for early games.

you're running, crouching, standing still, or hanging upside down from a horizontal rope, you can always shoot everywhere." Sounds good.

So what we're looking at here is more than just an average game based on an average film. Stargate looks like being a real blockbuster in all departments. On the film side, there hasn't been anything this adventurous since the Indiana Jones films, and the game looks just as special.

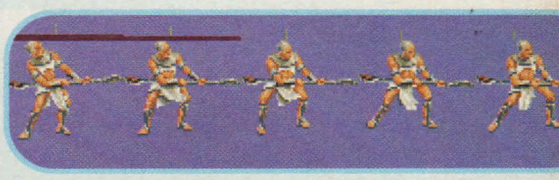
Instead of just plumping for a straight bounce-around-and-shoot-em-up, Probe have done the smart thing and added some tactical elements. The idea of splitting each level up into missions, while not particularly new, is fresh in this context. Throw in one of the best animated sprites since *Flashback*, improve the control system to allow total mobility, and what are you left with? Interaction is the key word and that's a GREAT thing.

It's nice to see Probe putting gameplay at the top of the agenda, too. When asked about *Super Star Wars*, Tony said, "It's a great game, but it's very frustrating in many ways. Jumping up a load of platforms, dropping off only having to do them again is pretty annoying."

I hate to put my neck out here, but *Stargate* looks like being a major winner. A lot of effort has been put into creating an extremely involving game that promises to blow all previous platform shooters out of the water. Unfortunately, we'll have to wait anxiously until around Christmas time to know for certain. Roll on *Stargate*.

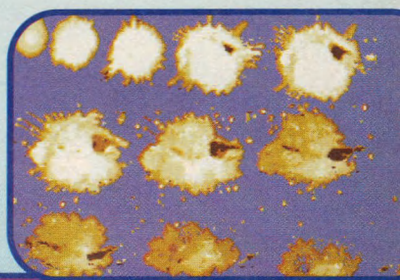
TIM TUCKER ■

This is a very early version of *Stargate*, so there are not many baddies in yet.



Did you know that pyramids have the power to preserve things? Like corpses, for instance. And they can sharpen blunt razor blades. Honest.

The explosive hedgehogs aren't in the film. They're not in the game either. I just made that up. Sorry.



Wouldn't this make a great badge? Or T-shirt even. Or poster – yeaah, that would be great. Or how about a lunch box? Wait, wait... a ruler. That would be sooo cool. It would rule (heh heh).

THE CAST

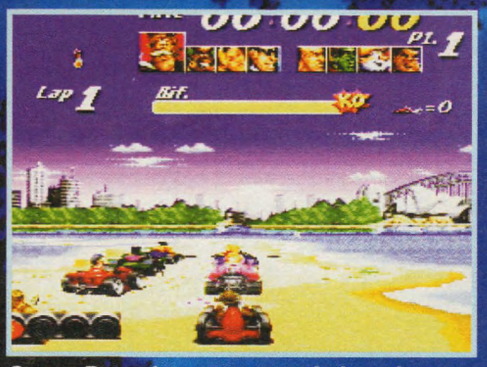
Daniel Jackson
A young academic who is an expert in hieroglyphic interpretation. Arrogant and unorthodox.

Colonel O'Neil
A marine and commanding officer of the mission through the Stargate. Stubborn and authoritarian.

Pharaoh King Ra
Ra was taken as a boy by people from distant stars, who turned him into a god. He betrays his own people by enslaving them to serve his masters. He can morph into different people, and is a remorseless autocrat.

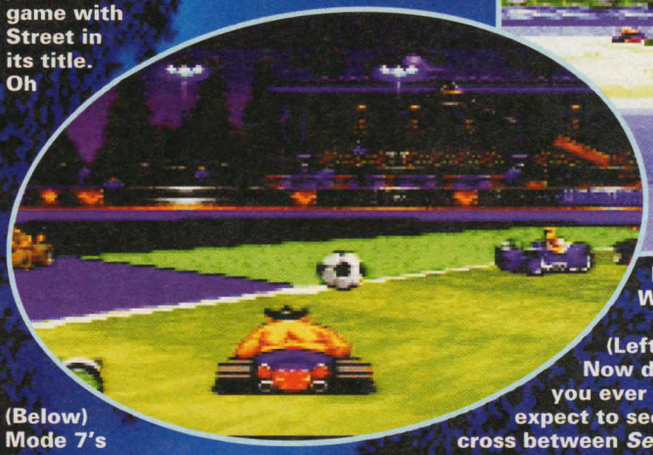
Sari
Young, beautiful and shy Egyptian native, Sari, is attracted to Daniel (*lucky git* – Simon), who she marries.

Lieutenant Kawalsky
A highly trained and experienced officer in the armed services. He has been in charge of the Stargate project since the start, but O'Neil is placed over him.



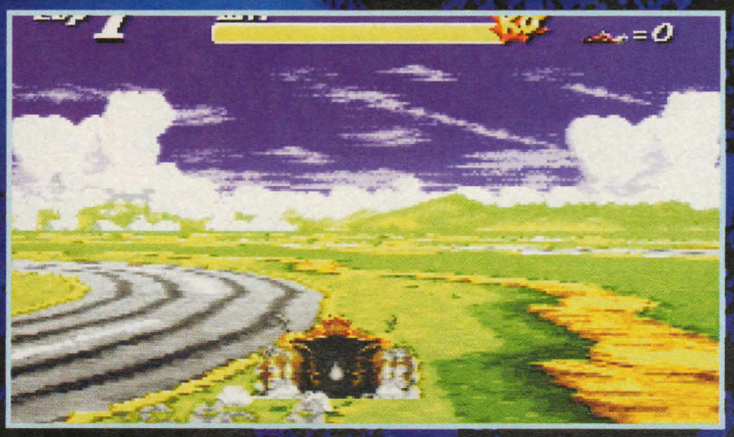
Street Racer has many exotic locations, just like that other game with Street in its title. Oh

It's the Red Baron, from being a bit of a nasty bloke in the Second World War and fighting Snoopy in his Sopwith Camel.



(Below) Mode 7's finest moment yet?

(Left) Now did you ever expect to see a cross between *Sensible Soccer*, *Mario Kart* and *Street*



STREET

FROM - UBI Soft
FOR - SNES

PRICE - £TBA
AVAILABLE -

Let's just get a couple of words out of the way first – Mario and Kart. You look at *Street Racer* (why do I keep wanting to say 2?) and our little plumber chum's 3D racing game pops immediately to mind. So come on Mev Dinc, designer of *Street Racer*, and top programming genius, what's the score? "Yes, *Mario Kart* is an influence, but so is *Street Fighter 2* (*that's* why I keep wanting to say 2), *Sensible Soccer*..."

Whoaaah. Explain.

"The *SF2* influence is mainly the cool, hard characters. And some of the options, such as the handicaps, which can create better match-ups, especially during the four player mode."

It's clear already that this is more than just a *Mario Kart* clone. Four player option? Oh yes. On a split-screen no less, and all running at exactly the same speed, which is more than mildly impressive, to say the least. As well as straight Mode 7 racing, there are also the fighting abilities, which enable you to punch opponents off course, with special moves also being available for each character. These take the form of side and front attacks, such as making the tyres grow bigger, shooting grappling hooks and so on. The tracks themselves feature many of the power-ups and track novelties found on *Mario Kart* (like

Rodja? That's a bit of a stupid name isn't it?

This bloke used to edit Total! magazine – sorry, in joke.

Mario Inkatah? No, I really don't thinks so.

Second name Bacon, brought up in Newcastle by psychos.

When the guys from Nintendo saw this, they couldn't believe that it was 8 Meg.

Is that Honda-looking geezer doing thousand hand slaps? He is! It's Honda.

The stadium hushed, the crowd gasped, the engines roared, the race was on.

Gosh, don't those backgrounds look marvellous?

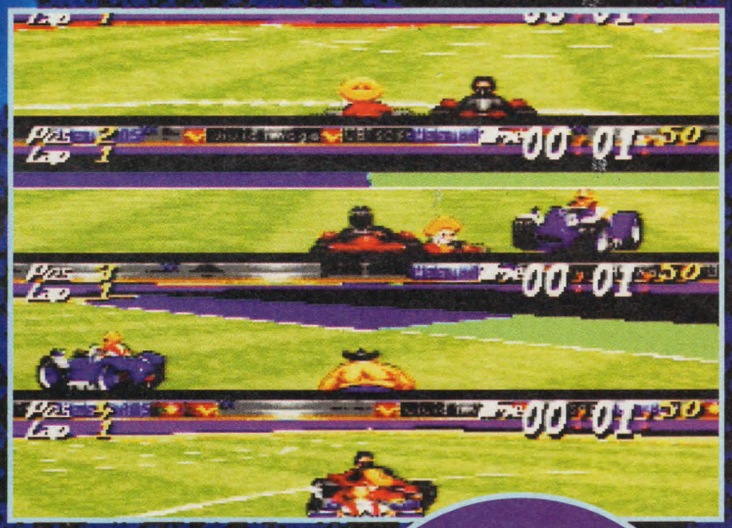
automatic jumps for instance), and you also get an incredible replay mode which allows you to watch the entire race afterwards from any driver's point of view, as well as from any point on the track itself. Very impressive indeed.

But wait a minute, let's just backtrack a few steps – *Sensible Soccer*? How exactly does the greatest football game ever influence a racing game? "There's a bonus game included on the cart, which enables you to play a game of football with your cars. The pitch is half the size of a normal football pitch, and there are three different playing surfaces – grass, wood and ice – and three different playing speeds." Is there anything else in this game we should know about? "Yep, the Rumble option. It's another sort of sub-game, and plays like a cross between dodgems and WWF. You're in an arena, and you have to knock the other cars out of the game."

PHEW...

With 32 tracks and eight unique courses, plus all the above mentioned bonus games, you'd expect a massive cart, but 'tis not so. Apparently, Mev Dinc and his group of little elves have managed to squeeze this lot into an 8 Mbit cart, which elevates Mev from first level Cleric to 13th level Paladin. I should imagine. "I wanted to do it as a challenge," says Mev. "This is our first game on the SNES, and we thought 'let's see what we can do'. Everybody's talking about the FX chip, and all the next generation machines, but we're proving that you can still do lots with an 8 Mbit SNES cart."

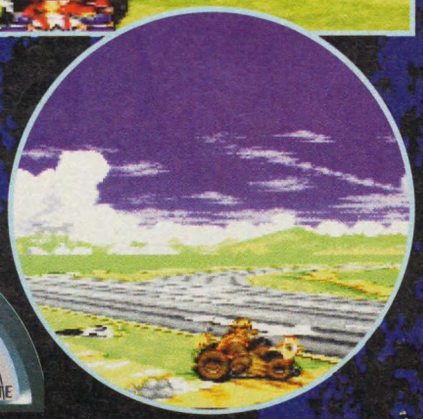
The game is also coming out on the Mega Drive next year. "We obviously can't do all the Mode 7 stuff, so we just have to ensure that it's better than any other racing game on the Mega Drive." Not only that, but Mev and the



Four players at once! Not Jesus-ing Bad!

boys are now entering the next generation by putting together a version for Sony's Playstation.

TIM TUCKER ■



RACER

In a previous life this guy was a Renaissance artist.

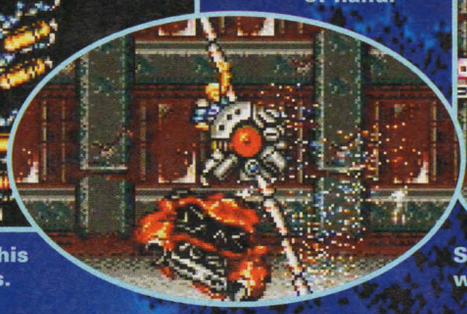
Tell your mates about your hot new girlfriend called Surf!

"Vermin, Fawlty." "Well, forgive and forget, eh Major?"

That's the one. Looks like E Honda, it's uncanny.

NMH HJ MMGKJK JHKLYJ JKLF JKLJKLJ K

Probie had to resort to desperate measures in his bid to beat the queues for the number nine bus.



And the traffic jams were getting way out of hand.

Still, he didn't think the men at customs would be any trouble this time around.

PROBOTECTOR

FOR - MEGA DRIVE
FROM - KONAMI

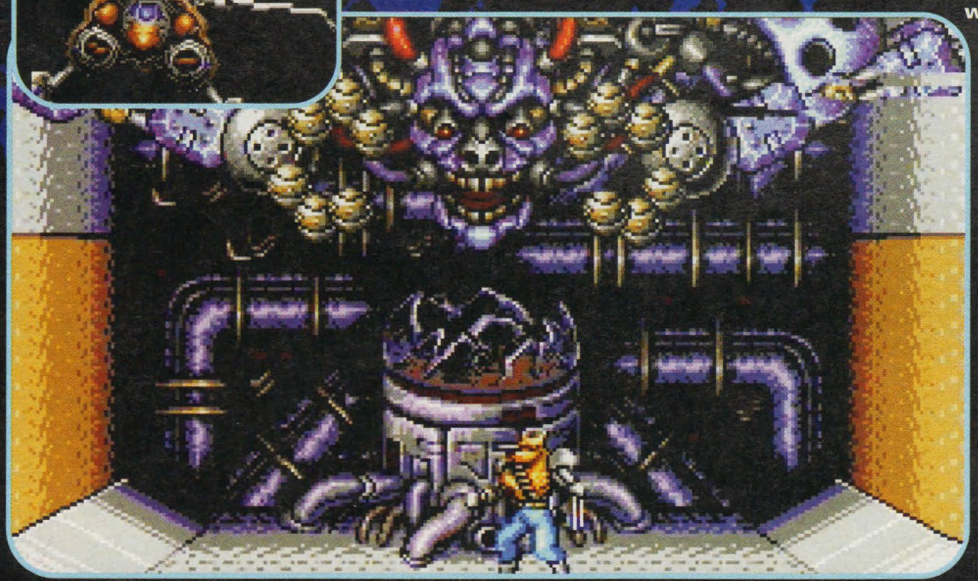
PRICE - £40
AVAILABLE - OCTOBER

"Kill! Kill! Kill! Destroy everything. Everyone is out to get me. Kill them all!" This may be the kind of thing that you would expect to come from a seriously deranged person. Someone like Simon K for example. Or maybe Marcus, when he's in one of his angry moods. It probably isn't the kind of thing you would expect from a form of entertainment. Welcome to the world of *Probotector*. A world where subtlety and finesse don't exist. It's a world where aliens are taking over and there is only one answer: extreme bouts of violence.

There are no rules to this; if it moves you kill it. If it doesn't move and it's in your way then you blow it up. Simple enough strategy which makes for a devastatingly impressive game. Konami have pulled out all the stops to produce something that is going to blow Mega Drive owners away (excuse the pun). The game is packed with stunning graphic effects that will make SNES owners think twice before taking the mick out of their Sega counterparts again. There are loads of scaling techniques and Mode 7 impersonations, making this a great looking shoot-em-up. Wait until you see the amazing road race with the huge boss robot – it's unbelievable.

This is more than just your run-of-the-mill blast. It's packed with huge aliens which attack you relentlessly from beginning to end, and of course you get multiple weapons and power-ups to help deal with them. As if that wasn't enough, an option has been added to allow two players to join forces and take on the invading hordes. We will be having a full review of this in the next issue, so just drool over these screenshots for now, and relax, for at first sight it seems to play as good as it looks. LES ELLIS ■

That old woman at the DSS looked like she could handle herself.



But on the whole Probie thought that his request for an emergency fund loan had gone pretty well considering the DSS woman managed to morph into a robotic psycho demon from hell halfway through the discussion. Not a bad trick, he thought.

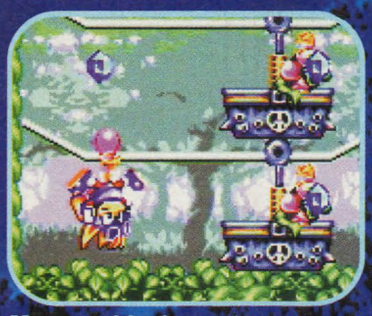
Damn these traffic wardens, would they never give up and let him off the fine?

Probie didn't think of these new cheap rate flights to America. The company could have given him a bigger account.

CHECK OUT PROBOTECTOR 2 ON THE GAME BOY, IT'S PRACTICALLY THE SAME AS THE SNES VERSION (WITH THE OBVIOUS EXCEPTIONS). IS THAT COOL, OR WHAT?

Faster than a car which has no relation to reality whatsoever. That's Sparkster.

Leaping higher than the highest trees in a jungle. That's Sparkster.



More upside-down than an antipodean marsupial at a party. That's Sparkster.

Harder than, er... writing a caption for a picture like this. That, indeed, is Sparkster.

SPARKSTER

FOR - MEGA DRIVE/SNES
FROM - KONAMI

PRICE - £40/£50
AVAILABLE - NOVEMBER

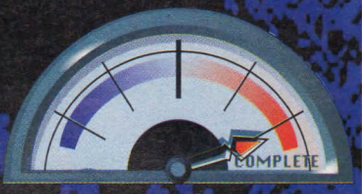
What is the matter with you lot? Konami released *Rocket Knight Adventures* last year, and it turned out to be one of the best platform games on the console. For imagination, playability and lastability, it stuffs all the competition. We give it 92%, and what do you do? You ignore it. You fools. Why don't you listen to us?

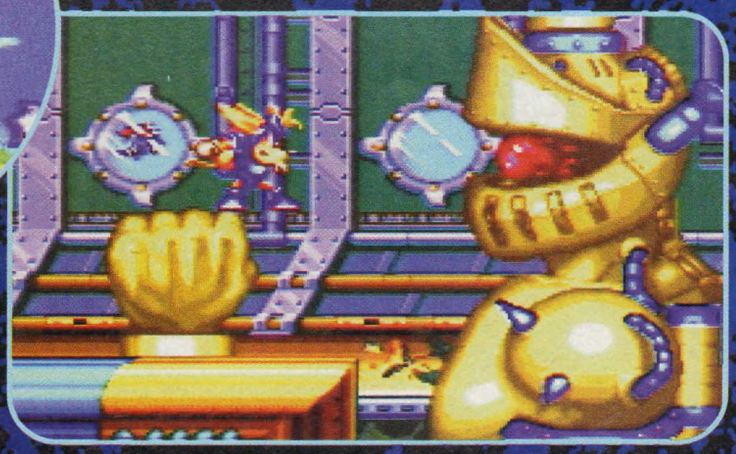
Anyway, now's the chance for Mega Drive owners to redeem themselves and SNES-ists to get in on the action with the follow up, *Sparkster*. *Sparkster* on Mega Drive and *Sparkster* on SNES are actually totally different games, so how do they individually relate to the original on the Mega Drive? Jon Sloan from out of Konami furnished an answer. "Both stories follow on from the events in *Rocket Knight Adventures* but travel along, if you like, divergent time lines. Sort of an alternate worlds kind of thing." Of course.

But are the objectives similar in both? "In the SNES version, Sparkster must prevent the Wolf Army from conquering the world, and rescue Princess Flora. On the Mega Drive, Sparkster stands alone as the sole hope of Elhorn against the giant Gedol Empire." And what of our favourite opossum himself? "Sparkster's developed new techniques, plus he's grown up some. In other words, our animators wanted longer arms and legs so they could define his movement more clearly. The control method for the SNES version is identical to the original *Rocket Knight Adventures*. Sparkster fires energy blasts from his sword, and you can power up his rocket pack to jet off in any direction. On the new attacks front, he's got a nifty somersault attack.

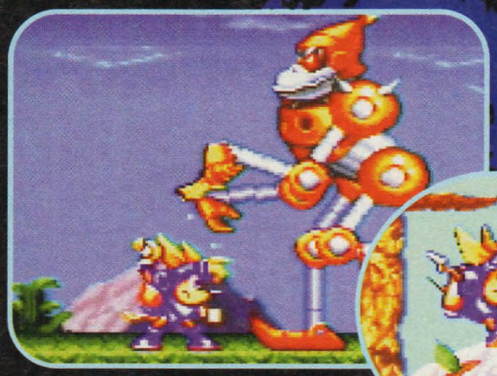
"For the Mega Drive we've radically revamped him. He no longer has the energy blast, so his attacks are more short-range, but there's a new pick-up to collect which turns his sword into a flaming blade. He also has an automatically recharging rocket pack, and can execute a special corkscrew attack."

We'll have reviews very soon. If *Sparkster's* anything like its predecessor, there'll be hot platform action afoot, and no mistake. TIM TUCKER ■



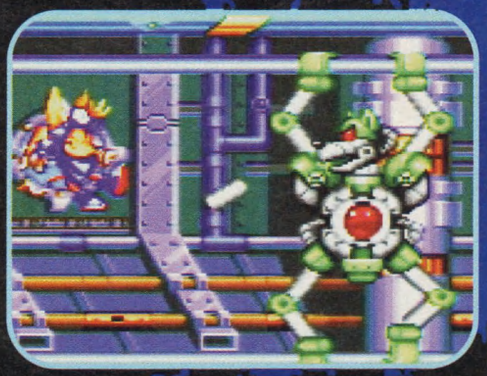


"Think you're hard, do ya?" "Well yes actually, and I'm infinitely larger than you too." "Fair enough."



The enemies are indeed scary. And quite sickly in colour, too.

Sparkster remains alert and fresh when challenged.



The very limeness of this guy's green bits played havoc with our hero's hangover..

Yeah, and the same to you, you, um, Bogey person. He's a bit of a rough diamond, really, is our hero. He also looks a touch overweight, by the looks of things. What do you reckon?

The funny thing is that Les would actually like to look like that thing on the right.

Boogerman also boasts 'object interaction', or rock moving to the simple likes of you and me.

BOOGERMAN

FOR - MEGA DRIVE
FROM - INTERPLAY

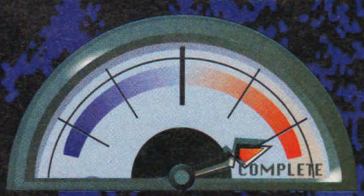
PRICE - £TBA
AVAILABLE - TBA

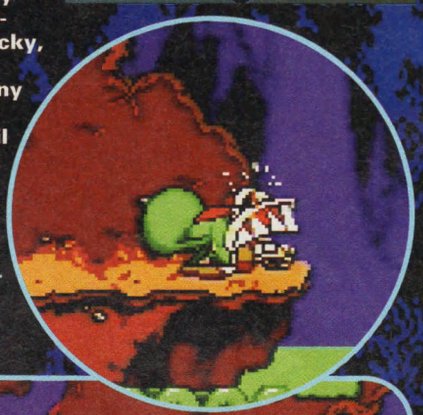
For a start, just for the record, it's not a booger. It never has been a booger. It's a bogey. Snot, alright? Bogeyman as a name has been done before I suppose, but either way there's a big cheer from the GM office for anyone who manages to wedge some less than savoury bodily functions into their latest game project. Everybody farts (except girls, naturally), and snot is, for about six months of every year, a daily reminder of just what a NIGHTMARE of a boring, damp and frequently chilly climate we live in.

Boogerman himself is what you'd have to call a fairly upfront and uninhibited sort of green bloke. So at ease with his own body is he, that he actually feels no shame in utilising any type of discharge, from whatever of his many orifices, to aid him through his typicallly perilous journey through his unbelievably wacky world of platforms and malevolently agressive baddies. Blimey. Bonkers, eh?

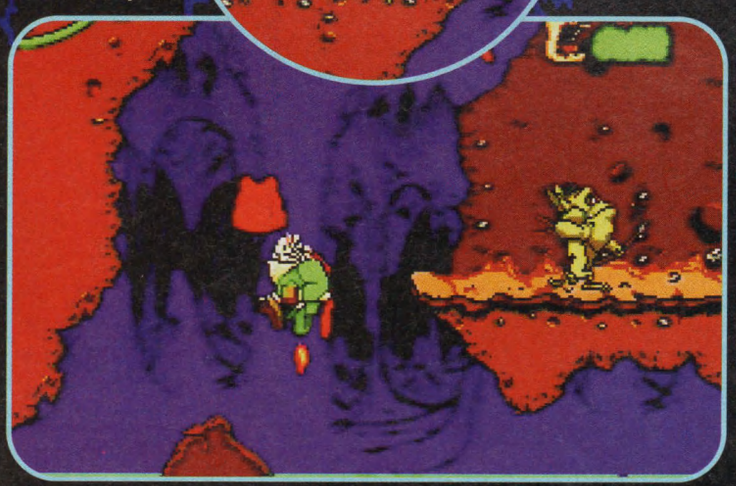
Yeah, well anyway, he's superbly animated and everything, with each evacuation producing a tiny cartoon masterpiece in its own right. Snot is pretty plentiful and the flicking of it is Boogerman's staple attack pattern, but his other 'weapons', farts and burps, are slightly more difficult to come by. Strangely enough, lone chilli peppers dot the landscape, just waiting to be collected to provide the ammunition for a room-clearing fart or crowd-pleasing, baddy-burning fiery burp. And what's Boogerman trawling through this world for? Plungers. Yes, that's right, plungers. What does a character like Boogerman want with plungers? Well, you see, he wants to stick them together to make ladders in yet another short segment of superbly animated cartoon wackiness. So, it's gross, it's wacky, it's a bit funny and it's got great animation, but is it any good? Um, quite possibly, but you'll have to wait until we put it through the good old GM playtesting for the purpose of a review in a not too distant issue, to find out. You can be sure that our highly-dedicated team of reviewers will let you know if these bogey-based japes are all they're cracked up to be.

TIM TUCKER ■

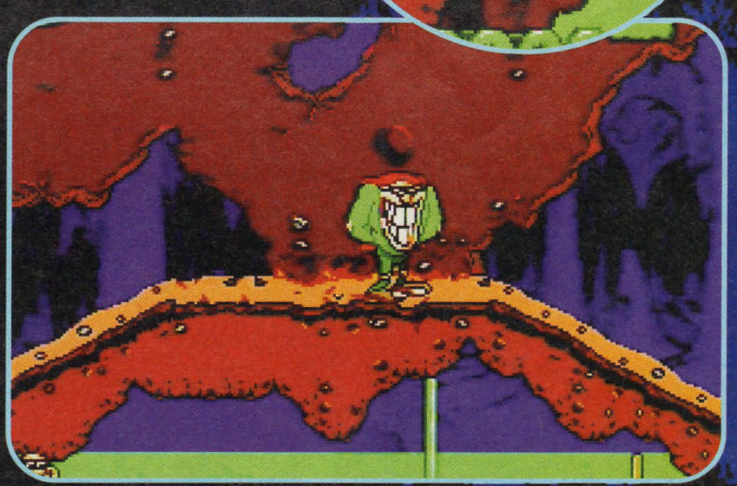




Boogerman has a little comedy routine for just about everything he does. On the left, who knows, but on the right it's all clear.



Farting isn't just an attack for Boogerman. Oh no. It's also a cheap, and environmentally friendly form of transport.



Evil looking little git, isn't he? Would you trust this man to do anything? No? That's best, because HE'S NOT REAL.

WHEN YOU SNEEZE, THE SNOT CAN COME OUT AT APPROXIMATELY FIFTY MILES AN HOUR. OR A HUNDRED AND FIFTY. OR SOMETHING. BLOODY QUICK, ANYWAY.

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Look at these cute little blokes all hooded and nice. Ahhhh.

My car is so curvy and nice and I love it. Mmmm.

I love to feel the rain on my face and neck. Ohhhh.

I've been mugged by a nasty old man. Whoops!

DREAMWEB

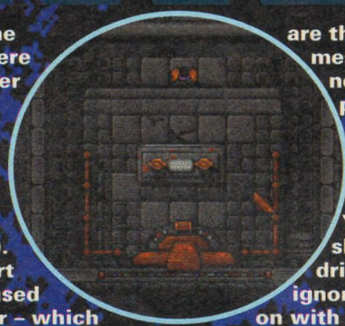
FOR - AMIGA
FROM - EMPIRE

PRICE - £40
AVAILABLE - TBA

Uh oh. The office is all quiet right now, but as soon as your mum reads this she is going to be tinkling that phone of ours all over the place. You see, *Dreamweb* is not a nice game. It's going to have an over-18 rating for a start. That got you sat up, eh? And the reason for the rating is that it features blood, guts, the murdering of innocent civilians and sex. There are even references to gumph, er, drugs – which are evil and kill and get you banged up in jail.

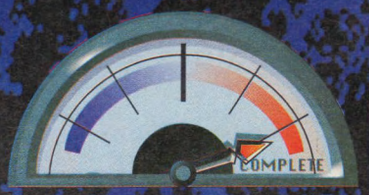
The point and click, overhead adventure has been created by two men who had free creative reign over the whole of the game's domain, so they put in everything they wanted to. You can smoke tabs, which are evil and kill and get you banged up in jail (eh? - Tim), and it isn't even an integral part of the game.

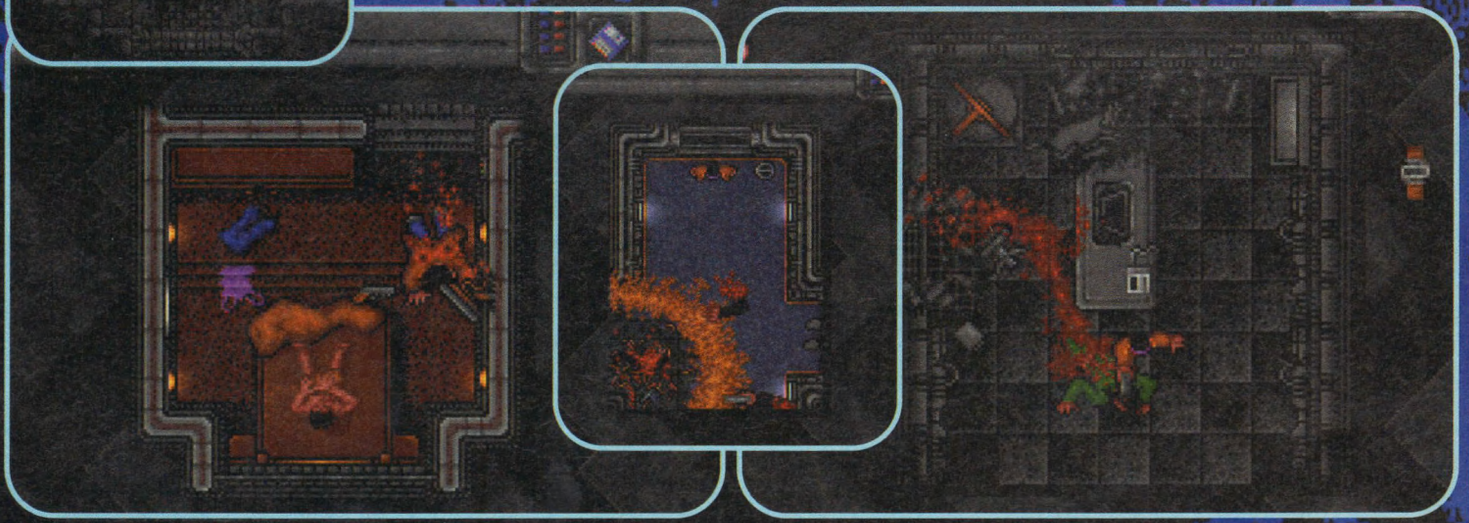
The storyline sees you playing the character of Ryan, who appears as a little sprite on an overhead-view screen, and his attempts to save the world by erm, killing people who he is told to in his dreams. At the same time there is a serial killer knocking around the city (an unnamed American one, convincingly enough). Soon you start getting confused with the killer – which is no great surprise, seeing how the game has you running around following your dreams and killing people. Some of who are innocent as the most innocent of people can be. I myself don't subscribe to the view of original sin but... (*stay on track Simon* – Tim).



The game's structure has tried to avoid having you getting frustrated with it because you can't open a door, or because of not clicking on some obscure object. Also, as with the cigarettes mentioned earlier, there are things for you to mess with that aren't necessary to the plot. This means that you can run around getting as involved in the game as you like. You can put on shades and have a drink or you can ignore all that and get on with the game in a linear fashion. Also rooms/buildings that are no longer any use close off to guide you on your way. You'll see more of it next month when we should have a blood-strewn review for you to ponder under the bedsheets.

SIMON KIRRANE ■



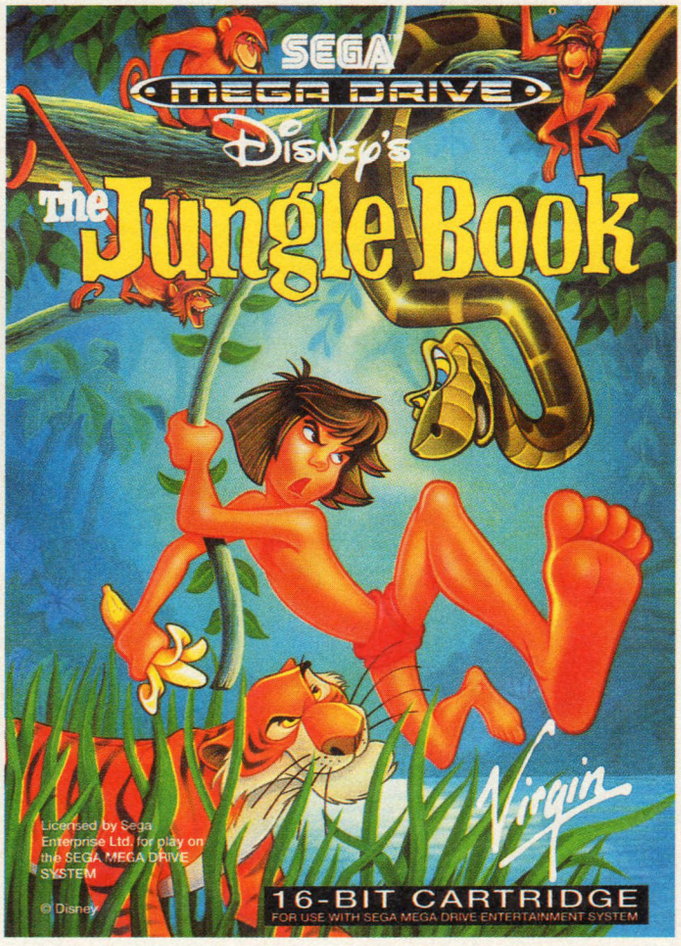


Ah, I appear to have burst into A pop stars bedroom, pulled a gun on him and then been ruthlessly shot in the back.

Oh! It certainly seems as though I have pumped this man so full of bullet holes that I have er, ripped his body in half. Sorry.

DREAMWEB SEEMS BOUND UP WITH ALL THAT SORT OF CYBERPUNK STUFF THAT IS SO POPULAR RIGHT NOW, BUT IT ISN'T A TRAINSPOTTER GAME.

The latest release on SNES and Megadrive. It's a bare necessity.



The Jungle Book™ ©Disney ©1994 Virgin Interactive (Europe) Ltd.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

I know lots about cars, me. Cor blimey yes. This is the Renault Clio, I reckon. And it's red.

Hmmm, the RS Cosworth. Probably. Well, it looks pretty fast. And it's also, um, red.

The Fiat Cinquecento, if I'm not much mistaken. It's a group N car, apparently. And, well, red.

POWER DRIVE

The Mini Cooper. A red one at that. Um...

Looks like the Toyota Celica. And it's not green. Or yellow.

FOR - ALL FORMATS
FROM - U.S. GOLD

PRICE - £TBA
AVAILABLE - NOVEMBER

Life in a centrifuge – unquestionably fast, very disorientating, and a constant feeling of sickness. The same could be said of rallying, in fact, and these are a few of the elements U.S. Gold have aimed to include in their new rallying game, *Power Drive*. Apart from the bit about feeling sick. Because that would be silly.

But what it does have is a choice of six cars to race against the clock around eight international locations, festooned with a total of 48 stages (64 if you include the Rally Cross and Skill Test trials sections). You get the opportunity to rally like only rally cars can, around such locations as Sweden, Kenya and Australia, under different weather conditions, track types, and even during the night.

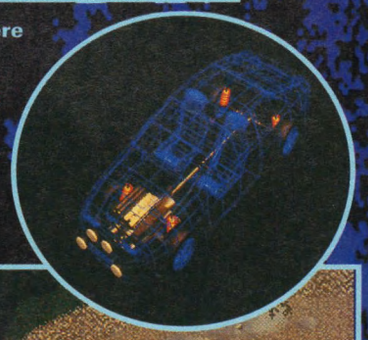
The cars' handling was completely changed after the programmers' visited the Forest Experience Rally School in mid-Wales. So now there are lots of top things like handbrake turns and power slides to try out.

The cars themselves also appear more solid than in other driving games, due to the fact that each was constructed using 3D studio, with each utilising up to 36,000 polygons (even the wheels and windscreen wipers are independent of the main car body). These were reduced to the size required for the game. "That's why the sprites of the game actually look so good," says Stuart Hibbert, the game's producer. "There is that detail level to start with."

Even the sounds have been taken from professional CDs. The effects were originally recorded at the Forest Experience, but they didn't come out as well as expected.

We'll see if this adds up to something a bit special when we review it soon.

MARCUS HAWKINS ■



This is where you get to repair your car, thanks to all the money you earn from winning stages.

Bends – no obstacle for a seasoned pro. A turn of the wheel and they're round. Er...

Reserve Mortal Kombat II at Woolworths and get a free T-shirt. (How's that for a kickin' good offer?)

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Reserve your copy of Mortal Kombat II on either SNES or Mega Drive with a £5 deposit and you'll receive a free T-shirt on collection. Offer available from 28th August. Release date: 9th September on SNES, Mega Drive, Gameboy and Game Gear.*

WOOLWORTHS
IT'S RIGHT UP YOUR STREET.

*T-shirt offer only applies to SNES and Mega Drive.

All items subject to availability

YOU WON'T SEE ME WITH SPOTS.

Getting spots was no big deal. But given the choice, I can live without them.

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Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

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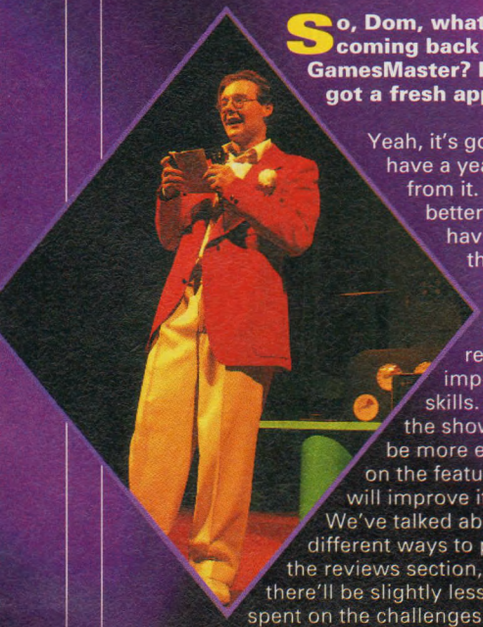
Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

DIAMOND GEEZER

Welcome to part two of Tim's encounter with Dom in Chicago. Last month was a mere taster for the grilling that everyone's favourite presenter was about to receive, so lock up your pets and restrain your mad grandmother, as we get an almost lethal dose of Scottish rage on GamesMaster's opposition, the new show and Danni Behr...



So, Dom, what about coming back to GamesMaster? Have you got a fresh approach?

Yeah, it's good to have a year away from it. I am a lot better now, having done three live radio shows a week, that really improves my skills. And in the show there'll be more emphasis on the features, which will improve it no end. We've talked about different ways to present the reviews section, plus there'll be slightly less time spent on the challenges. We always tried really hard on GamesMaster to make humour the most important thing, we did that for the first two series. But in the last series, for some bizarre reason, the humour was missing, whereas this series is going to be hysterical.

Are we going to see a return of the innuendos then (snigger)?

Well, no. There might be a few very sophisticated innuendos (laughs), but I think even I'd be stretched, I must have used them all by now, and I used to get into so much trouble with Channel 4. They didn't like them at all.

The first two series were watched by people who didn't play videogames. Just because it was camp, it was funny, and hopefully we'll do the same again this time.

What about the look of the show, seeing as the famous red jacket has been ditched?

Yes, that was very nice of them, ditching my jacket on the first show (one of only two shows I watched last year). Never mind though. When they approached, there were a number of conditions. I mean, the obvious one was money, but also what I wear is now basically

"Yes, I shall go to the ball!" (*Slaps thigh in true manly fashion*). Aaah, Dom, he's so professional. "Oh no he isn't!" "Oh yes he is!" "Oh no he isn't!" etc.

"And now one for all you lonesome lassies out there..."

Dom and ex ex Ed Jim were close. They'd always share their sweets.

Dominik feels drained after a fraught filming session, reduced to a shivering shell of a once-proud man. Even a chirpy smile, a friendly wink and hastily applied cosmetics cannot mask the scars left after a day in front of the cameras.

my choice. I cannot be forced to wear anything I'm not happy with. We know what we want, and it will be much cooler.

So you didn't really like the red jacket then?

I hated the red jacket, more than I hate Danni Behr.

Can you just explain your dislike of Danni Behr for a minute?

She is everything that is wrong in presenting on television in the UK. One of the problems I have is that you seem to have to have a certain look to do things, and she's a classic example of style over content, shall we say. And I hate her because of it.

And you hate the jacket more?
And I hate the red jacket more.

So Danni Behr in that red jacket would be the ultimate nightmare?

Well, no. That wouldn't be so bad, because she would be looking really stupid and that would be okay. But the red jacket has gone. I said all along that it was a terrible idea and that I didn't want to do it.

So is there anything else you'd like to talk about?

Oh yes, other TV shows. Every single TV show on terrestrial TV. I can't comment on SKY TV because I don't watch it. But Bad Influence, The Net, Movies, Games and Videos, all this stuff is the worst of the worst as far as TV is concerned. Videogames coverage by other people is dull, it's patronising, it's insipid, it's completely and utterly devoid of any kind of wit or humour or irony. I mean The Net, most of the stuff looks like Holiday '94. The wee girl who does the reviews, I think she is super cool. I know a lot of people get really annoyed with her, but I think she's brilliant. But then it cuts from her to somebody who looks like Judith Chalmers. It's like having your mum present something. I've never liked Bad Influence, that's hopeless, and Movies, Games and Videos is the worst because of that guy who does the voice over. I just can't hack him.

So you think the approach has been wrong in the past?

Oh yes, completely. I mean people try to compare videogames to rock and roll. But if you remember, the best music show on TV was the Tube, because it was so funny. Even Top of the Pops has moved that way now, getting Vic and Bob to host it. And videogames are like that. You have got to be funny.

After a hard day in the office, Dom likes nothing better than relaxing behind the joystick of his ME-109 Messershmit. He's also the owner of a Spitfire. Lucky bast.

It's good to have Domink back at the helm of the show. Hell, it's going to get even better, so keep watching this space.

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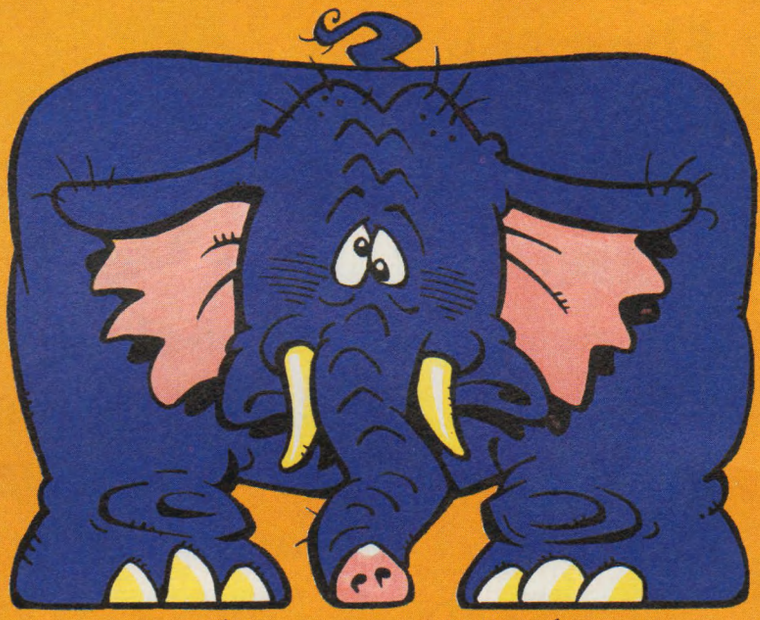

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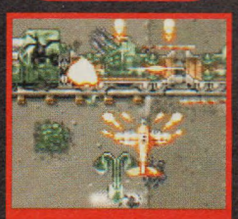

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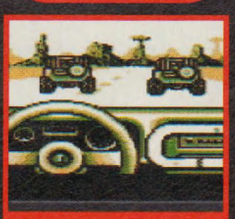

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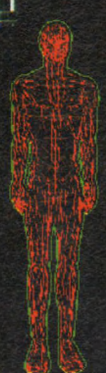


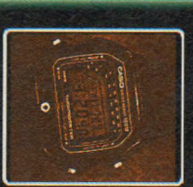
SCAN IN PROGRESS
RANDOM OBJECT IDENTIFICATION COMPLETE. It's a tacky hologram watch. Tch.

VIRTUAL ID CONFIRMED
Tim Tucker
EDITOR
SECURITY CODE

SCAN IN PROGRESS
Another watch then, this time it appears to be a free Sonic watch from somewhere.

VIRTUAL ID CONFIRMED
Simon Kirrane
DEP EDITOR
SECURITY CODE

SCAN IN PROGRESS
Not very random this, is it? Another watch. I used to be a spy satellite mainframe before this.



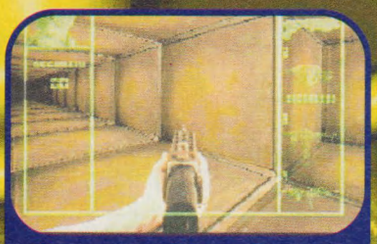
VIRTUAL ID CONFIRMED
Les Ellis
STAFF WRITER
SECURITY CODE

SCAN IN PROGRESS
Well I never, a watch. Right then ALL CLEAR! in you go. Hmph. I hate this job, I'd rather scan barcodes.

VIRTUAL ID CONFIRMED
Marcus Hawkins
ED ASSISTANT
SECURITY CODE

Sticky, green stuff. Be afraid. Be very afraid.

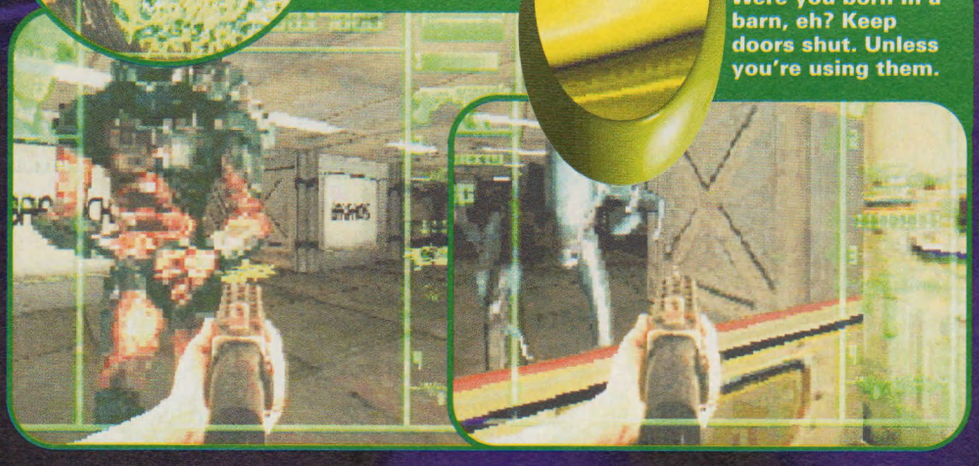
More green stuff. Blimey, the suspense is killing me.



But not as efficiently as an Alien might. Or a Predator.

Here's some I killed earlier. Aliens. Not green stuff.

A Predator. Holding his groin. Scary.



Were you born in a barn, eh? Keep doors shut. Unless you're using them.

A lone vessel cruising through an uncharted star system. Where it is heading, the crew does not know. For they are asleep, locked in their cryogenic-suspension pods, counting cryogenically-suspended sheep. But wait, look outside, emerging like a silent manta ray from the inky blackness, comes a ship, bringing death, destruction and some very bizarre reproductive shinanigans. Aliens. And a bloody great whole heap of them too. But hold on one darn cotton-pickin' minute, for another ship approaches, disappearing and reappearing as it advances. And it be chasing t'other. Predators. Bugger. As one ship latches onto the large vessel,

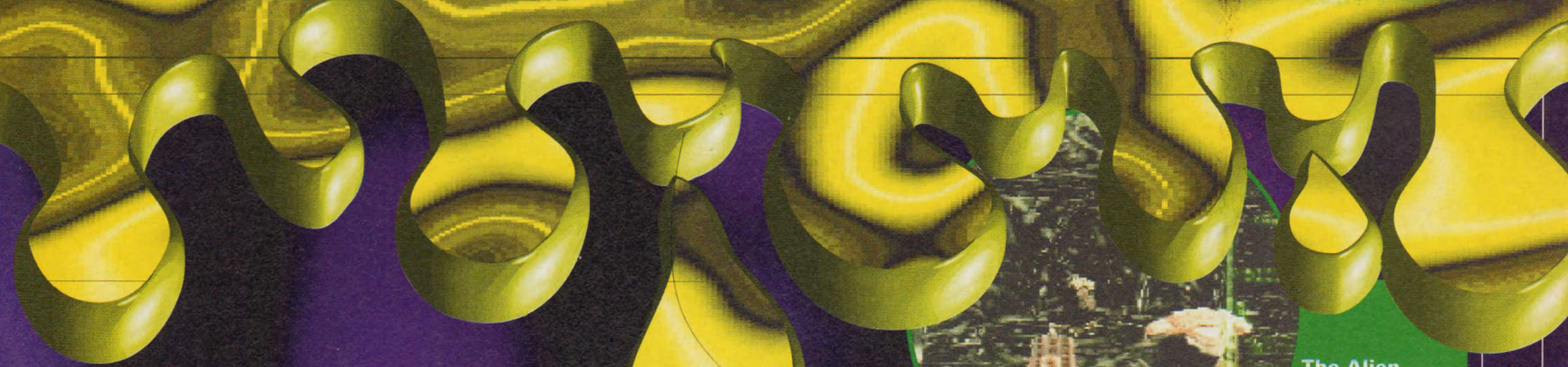
ALIEN versus PREDATOR

Can't see what's going on here. Looks bloody painful.

Hey, like wow, babe. Everything's all spacey.

This is the canteen, and just look at the floor.

Take it. Take it like a man. In the chest, preferably.



the other docks with the opposite side, and their green contents spill out as swiftly as the puss in of one of Tim's many ripe spots.

THEY'RE COMING OUT...

And that's where you take up the story, or if you prefer, any of three stories, because you can choose to play as either a colonial marine, Alien or Predator in this *Wolfenstein*-esque shoot-maim-or-generally-destroy-em-up. If you pick the marine, you awake from hypersleep to find your ship overrun with nasty green things, and have to progress from the middle of the seven levels of your vessel to reach the Alien ship at one end and the Predator's at the other. There are also air ducts to help you pass around the levels unnoticed, and of course, the ubiquitous secret level. The idea is similar when playing the other creatures – basically kill everything unfortunate enough to step in your path – and there are separate game endings for each of these.

Each of the characters has varying strengths and weaknesses. The Predator's pockets, for instance, are bulging with all manner of characteristic weapons, but speed has been sacrificed. The Alien on the other hand, is a nippy swine, but has your run-of-the-mill claws, tail and jaws. The good old yankee marine, though, falls in between these categories. Natch.

The Alien hatchery. Blast those huggers as they crawl out.

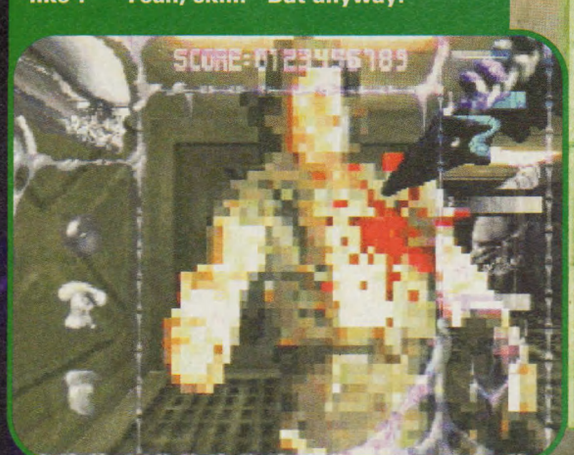
... THE GOD-DAMNED WALLS!

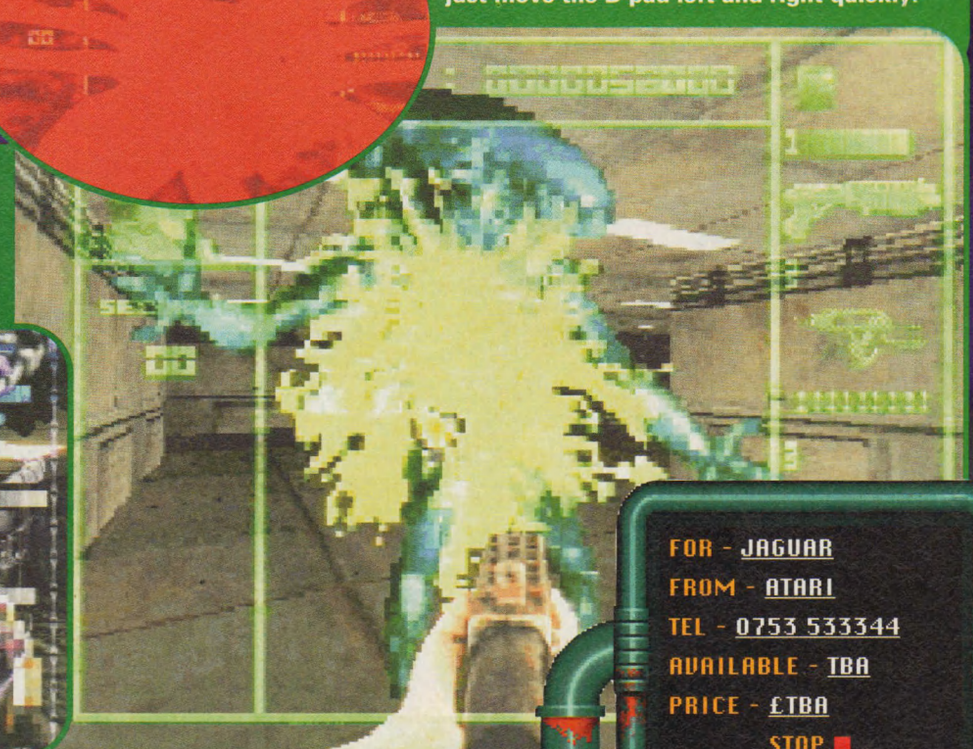
Hairs stood on end, eyelashes curled and ears cauliflowered when *AVP* first came to our attention, and its looks have been improved upon further. Just gaze at the screenshots. Go on. Every prop was either built or hired, and turned into sweatily atmospheric visuals by British programmers, Rebellion. I got to play this on my own,

Where to now? What does it all mean? Why's he pointing that stick at me?

Don't let those Aliens get into your head. Or on your face. If you have a sticky problem with a hugger, don't fret, don't make such a fuss, just move the D-pad left and right quickly.

"A quick slash of the tail and it's all over for ya, sonny. The big 'E'." "But chief, what ya gonna tell Numba One?" "'Ow about, 'Guv, 'e just fell dahn the stairs, like'?" "Yeah, skill." But anyway.





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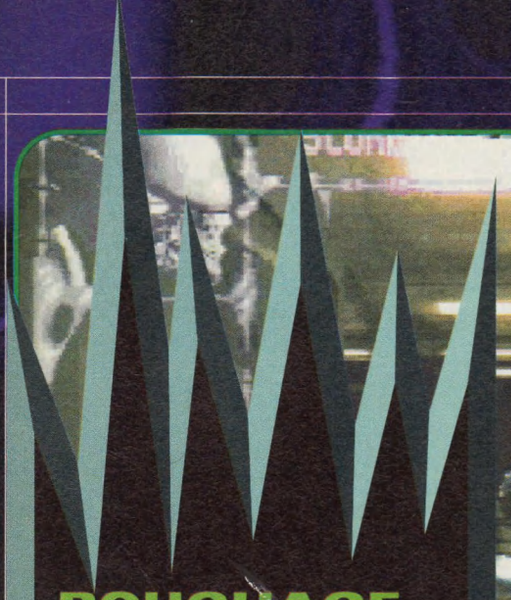
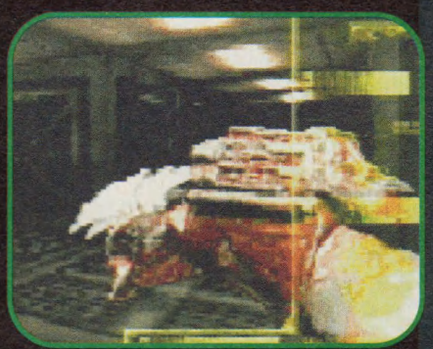
IF THE PREDATOR REMAINS INDISIBLE, HE SUFFERS PENALTIES, SUCH AS A REDUCTION IN POINTS, OR THE REMOVAL OF HIS OTHER WEAPONS BY THE PREDATOR ELDERS.

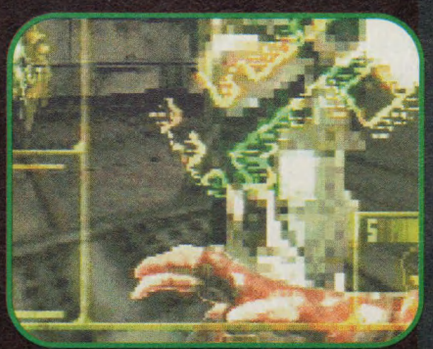


ROUGHAGE

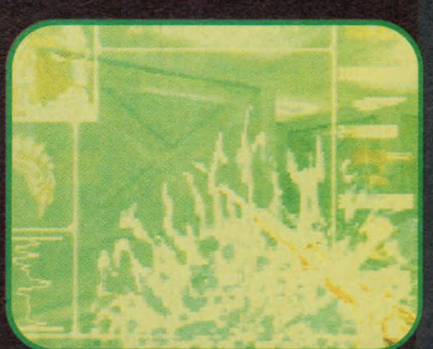
The Predator is certainly a rough 'n' tough character to meet up with, and here we show his top three weapons. The cloaking is not shown, because he isn't allowed to use it much (penalty points, and all that).



The good old blade-on-wrist-type thing. Always good for close up confrontations, and back scratching.



At number two we have the discus. Honest, I know you can't actually see a discus, but it's there. Honest.



And at number one it's the pokey stick! As you can see, it makes the Aliens explode into custard. Lush.

You actually *feel* for the Aliens in this game. Especialy if you, in fact, are one. All those pink things, urgh!

and my immediate reaction was pure thrillage. This soon became fear – it's scary stuff. Panic and horror then made an entrance. It began to get very crowded in my head.

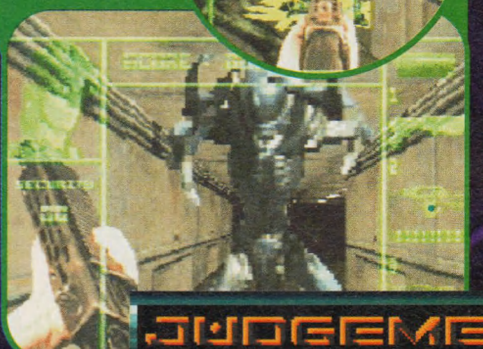
The sound is also wonderfully atmospheric. There's the noise of the doors opening and closing from the films, motion scanner bleeps, echoes, and, of course, the screeches of dying Aliens. Top slacks-filling stuff all round. There's no music, but hell, that 'd ruin the tension you get from tip-toeing around a creaky old spaceship.

Comparisons with *Doom* are going to be flying thicker than the shots I was firing in *AVP*, but I have to say that's a somewhat loose comparison. It's like comparing *SSF2* and *MK2* – ultimately it's purely a matter of individual taste.

Of course, there are elements which could have been improved. Movement is realistic, but it doesn't run as fast as *Wolfie*, although the character control is made easier for it. There's also a much better feeling of motion with *Doom*, where the whole screen bobs up and down, and you can spend rather too much time walking backwards blasting the Aliens, rather than advancing. But overall this is one compelling and addictive in-yer-facer.

MARCUS HAWKINS ■

Aliens – they're arms are so thin, and they run like big, scaredy girls.



GRAPHICS

It's real. Programmers litter the floor BEing corpses, Aliens watch from shadows, and it's very smooth.

SOUNDS

The effects really add to the game. Never before has so little had so much impact.

PLAYABILITY

Three different characters with different abilities, and loads of exploration on offer.

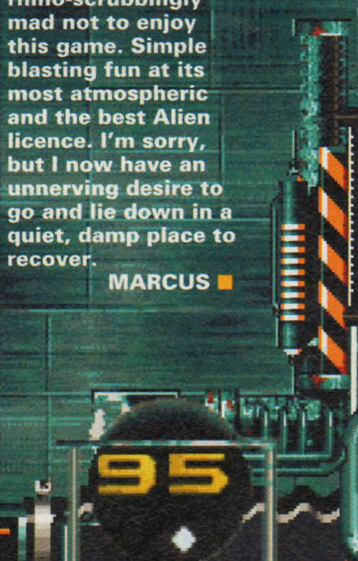
LASTABILITY

What's more fun than annihilating Aliens, taking pot shots at Predators, or slashing at humans?

OVERALL

You'd have to be rhino-scrubbingly mad not to enjoy this game. Simple blasting fun at its most atmospheric and the best Alien licence. I'm sorry, but I now have an unnerving desire to go and lie down in a quiet, damp place to recover.

MARCUS ■



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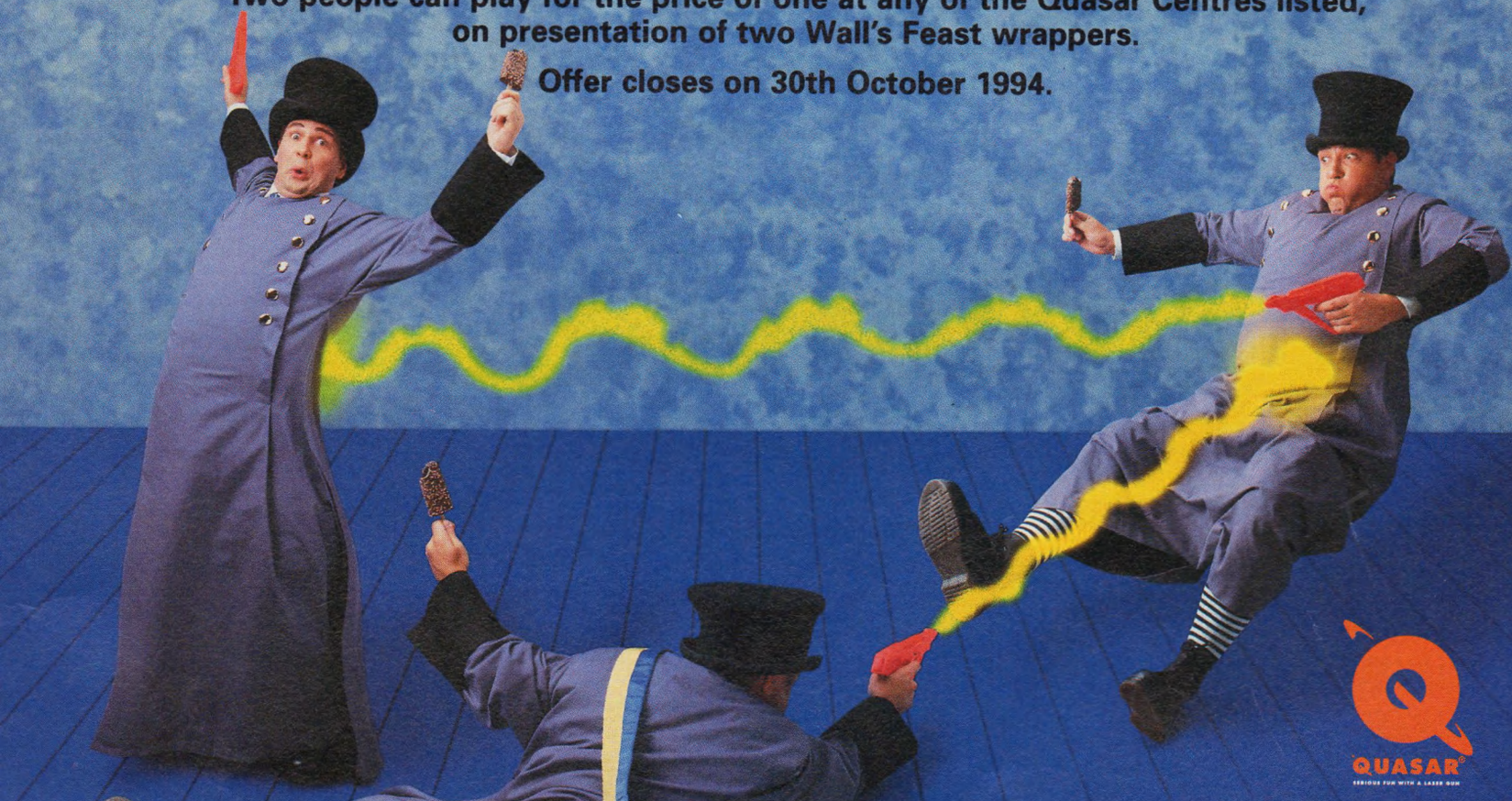

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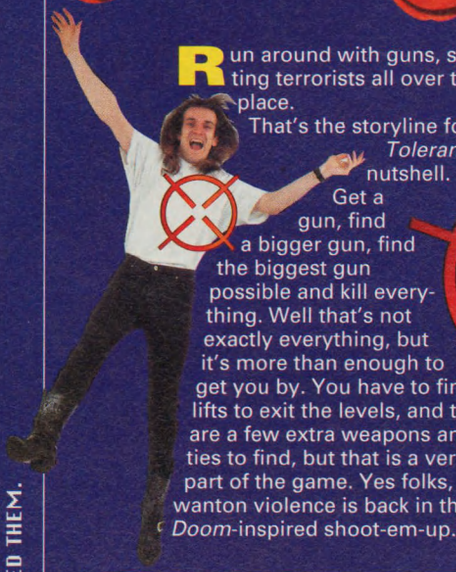
Die mutant, die like a kitschy 70's nodding bird ornament with the odds stacked heavily against you. Failing that, kill mutant...

(Left) 'Tis dark down there. Very dark. In many ways this is a dark game, without much light. Or anything.

(Right) It's a microwave. Or is it? Trust nothing in this game, not ever. Don't even trust yourself.



Run around with guns, splatting terrorists all over the place.

That's the storyline for *Zero Tolerance* in a nutshell. Get a gun, find a bigger gun, find the biggest gun possible and kill everything. Well that's not exactly everything, but it's more than enough to get you by. You have to find lifts to exit the levels, and there are a few extra weapons and utilities to find, but that is a very small part of the game. Yes folks, wanton violence is back in this *Doom*-inspired shoot-em-up. What happens in most games when you shoot someone? They flash and disappear. Not here matey. Here they fly back with blood spilling everywhere. If it splashes on a wall then it stays there. The bodies remain in a crumpled heap on the floor. And I know which one I prefer.

NEED MORE SPEED

Gore aside, these games are only as good as their speed. A slow first person perspective is about as useful as a second-hand nappy. Luckily, Accolade have realised this and made the 3D graphics nice and zoomy. Not necessarily the most detailed I have ever seen, but they're top notch for the Mega Drive.

They've also come up with a first. Two players can play, but each needs a Mega Drive, a TV and a copy of the game. Then a lead (supplied with the game) connects the Drives together, and away you go. This is best used if you can't see each other's screens. Then you can chase the other player to your heart's content.

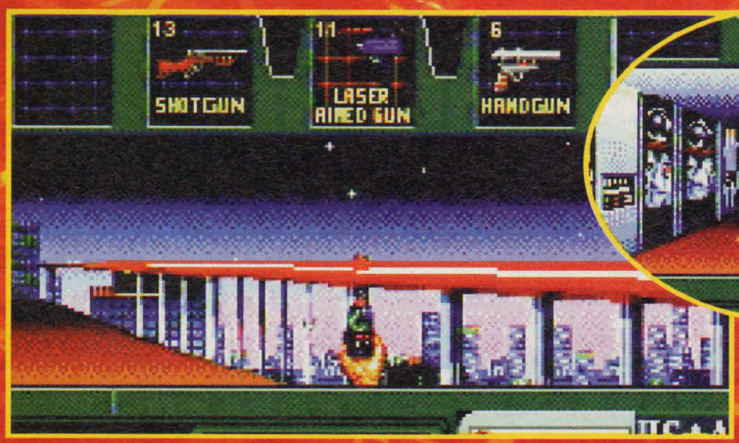
WE'RE ALL DOOMED

Zero Tolerance is as close as Mega Drive owners are going to get to a *Doom* game (*Doom* itself will only get released on 32X). It does have a few problems though. For a start the levels are sprawling affairs. This means that even with the map it's a nightmare to navigate around them. There are loads of rooms, but most of them are pretty empty. The huge appeal of this type of game is walking into a room and suddenly finding yourself surrounded by all sorts of enemies. It's usually pretty scary (especially when Tim plays, you should hear him scream). There needed to be more terrorists.

It would have been a nice touch if the

ZERO TOLERANCE

THERE ARE PLENTY OF MORAL PROBLEMS POSED BY THIS GAME, BUT WE IGNORED THEM.



(Left) Good job you've got that safety rail there. You don't want to go hurting yourself.

(Below) The gun goes 'crack', "Damn!" You think, "it should have gone 'bang'. Surely."

anyone in the room behind you will just stay there. The bigger rooms are too easy to get through. Just stick close to the wall and the terrorists will all come straight into your line of fire. These are minor gripes, but everyone who has played this in the office noticed it.

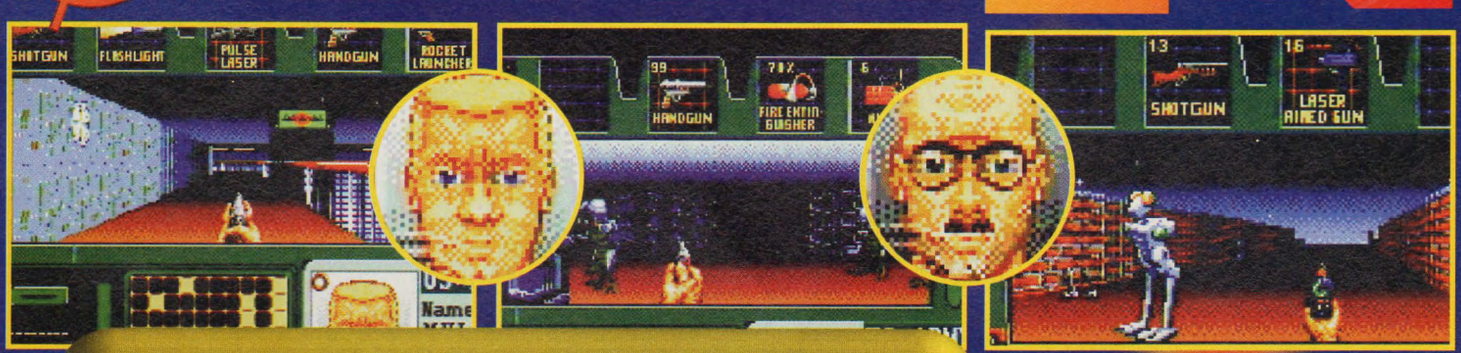
Zero Tolerance is a pretty unique game for the Mega Drive at the moment. It's fun to play and is a great blast, but there are a few problems which I have already covered. Even with these flaws though, it's gonna sell a lot. The fast, smooth graphics and incredible sound effects, combined with addictive gameplay make for a good time.

I feel it could have been that little bit better and that a little more time might have been spent on it. But nevertheless, when you've got a gun in your hand and bodies piling up at your feet, who cares? **LES ELLIS** ■

The innovative two player link-up on the game is great, but it doesn't have a duel mode, were you can search for your mate, sneak up behind him, cough slighty so that he reels around and, just as he lifts his gun level with your head, blow him away. There is tension in the game and it is very fast, but it's not as crisp as *Wolfenstein* or as terrifying as *Doom*. It is fun to play but I would hate to see these 'in yer face' games going downmarket with everyone having a go at them. I liked this and played it a lot, but it seems very bandwagonesque. But where else can you play such an intense game without buying a PC? **SIMON KIRRANE** ■

GAMESMASTER TIP

When the big rooms appear on your scanner don't worry. Just walk through the door, take out the first few terrorists that attack you and then walk around the room staying close to the walls. All the terrorists that come to you will walk directly in front, making them easy targets. At all times though you have to be aware of where the nasty blokes are coming from or you'll get between a few of them and they'll blast you away.



THE COST OF THE GAME INCLUDES THE LINKING CABLE...

IN YER FACE, MATE!

It all started with id Software's *Wolfenstein* and it doesn't look like it's going to stop there. Gametek are getting ready to release *Quarantine* a (would you believe it?) driving game based around the same engine, and *Bloodshot* is due from Domark (we should be seeing both games next month). The question is: is this the future of videogaming or just a slight diversion? You should be told – and you will be. Watch this space, avidly, intently...

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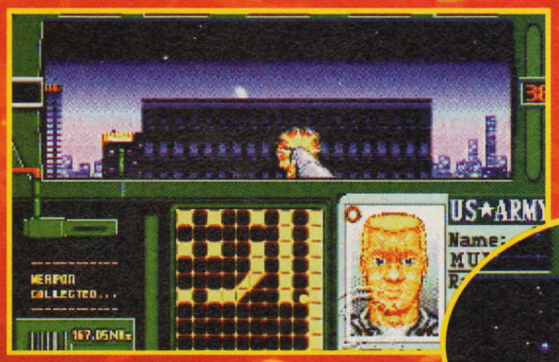
What's your pleasure, killing demonic mutants in *Doom* or blowing away nasty Nazis with impunity? It's a dirty job but we're all prepared to do it.



Watch carefully when you play and see how the blood slides down the walls when you kill things. Not even *Wolfie* did that.

This bit was great. You walk along an alleyway and come under attack from the roof of that building. Top stuff.

PICK 'EM UP

No it's not it's mine. Leave these behind you in corridors and they'll go off when an enemy walks over them, turning them into a cloud of dust.

Night vision goggles. Believe it or not these help you see in the dark (*no, really?* – Tim). In other words, they turn the screen green.

Every psycho's favourite weapon: a pump action shotgun. It makes a real 'in your face' mess of your opponent (just look at poor old Tim's mug).

Sure the hand gun is a bit of a wimp's weapon, but you do tend to pick up loads of ammo for it by killing things. A gun in your hand is worth two, er, that ain't.

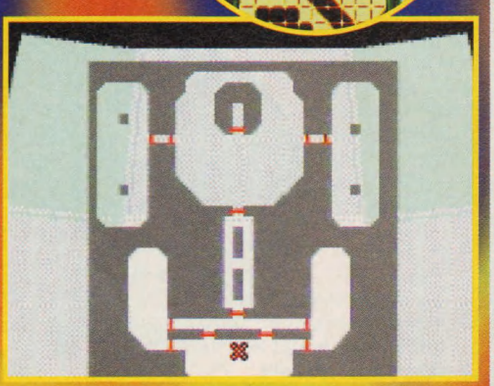
Doesn't do much damage to your enemies but it comes in handy if you want to put fires out. Or have extinguisher fights in the corridors.

One of those things that has a red dot. Wherever you place the dot, the laser bolt goes. Must be a bit naff if your opponent has a mirror though.

It's great that you can play an into-the-screen shoot-em-up on your Mega Drive, but there are concessions. For a start, the size of the window is pretty small, but this is cleverly disguised with surrounding maps and ID cards. The level of detail is actually pretty good, better than the overly blocky *Wolfenstein* on the SNES, but obviously nowhere near the clarity found on *Wolfie* on the Jaguar, or indeed this month's fabulous *Alien Versus Predator*. The graphics are disappointing though, and it actually looks a tiny bit retro, rather than the forward looking super game that it should. Most of all, I found the gameplay a bit thin. The edge-of-your-seat tension and fear of *Doom*, *Wolfenstein* and *AVP* just doesn't make an appearance here.

TIM TUCKER ■

Zero tolerance is what I have for things like Home Alone movies, Frank Sinatra's music, Simon K's office antics and er, yellow jelly babies.



GRAPHICS

The 3D is surprisingly fast. Up close things tend to get a bit pixelly. On the whole pretty good.

SOUNDS

Top firearm sound effects. Best shotgun ever. Turn this up and watch the neighbours run for cover.

PLAYABILITY

Kill, kill, KILL. What could be more playable than that?

LASTABILITY

Tries to be too big for its own good and nearly succeeds. Very addictive and a real challenge though.

OVERALL

Accolade must be applauded for trying to do something completely new for the Mega Drive and pulling it off. The first person perspective and two player link-up are great ideas. Despite the flaws the game is very entertaining.

LES ■

... ALTHOUGH YOU'LL NEED TWO COPIES OF THE GAME FOR IT TO WORK. AND TWO MEGA DRIVES. OH, AND A COUPLE OF TVS.

LMP

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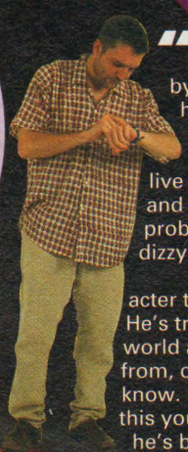
That's me as Boris up there on the right. I'm good looking aren't I?

This bloke is really ugly, which isn't his fault is it?

THE UNIVERSE IS BIG. I MEAN REALLY, REALLY BIG. BIGGER THAN A FRIDGE!



"I was being normal one day, when *whoosh* ,as if by magic, a mad bonkers thing happened and, erm, I was on a different planet. You might think this odd, but you see I live in the world of videogames, and this is a regular event. I'll probably have to rescue some dizzy old princess next week."

This is what the lead character told me from out of *Universe*. He's trapped in a mad bonkers world and has to save the universe from, oh, all sorts of evil things, you know. He's called Boris, this young lad, and he's been transported to this weird place where there are some good people and there are some bad people. He has to help the good people and at the same time not-help the bad people. There are lots of things that he has to pick up and look at and throw. Yep, there are plenty of things to keep Boris happy and the thing is, if he cocks anything up he gets put in prison, and a little screen comes up and says something along the lines of: 'Simon you are a prize arse. Yet again you've failed to keep that sprite bloke out of harm's way. Dcrk. Dork. Dork!' (*Kirrane, you're insane* – Marcus).

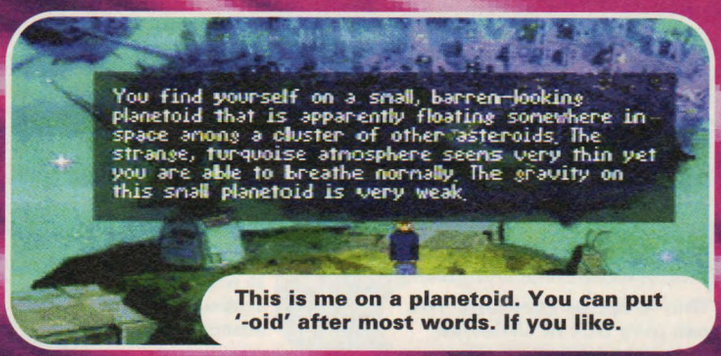
See? Where was I? Who are you? Get the Hell out of here, I'm in the middle of a shower, I mean review. Oh, Sorry. I got all confused there. Now this type of mind-wandering stupidity isn't going to get me, or you, anywhere. Especially if you want to play this game. Unless you want to be called dork all day long you'd better have your wits about you. Or at least close to hand, or something.

It's a point and click adventure, you see. There are all these different screens and the

UNIVER

My floating dismembered head (Left) floats dismemberedly.

That's me on an asteroid, that's me in the spotlight.


You find yourself on a small, barren-looking planetoid that is apparently floating somewhere in space among a cluster of other asteroids. The strange, turquoise atmosphere seems very thin yet you are able to breathe normally. The gravity on this small planetoid is very weak.

This is me on a planetoid. You can put '-oid' after most words. If you like.

nain
haracter, Boris –
ou must remember
im – is normally in
hem. He is at your beck
and call and you have to
point at things with your
mouse and click on them,
surprisingly. This gives
you access to the things
you are clicking on just
like real life. If it were in
the form of a
videogame.

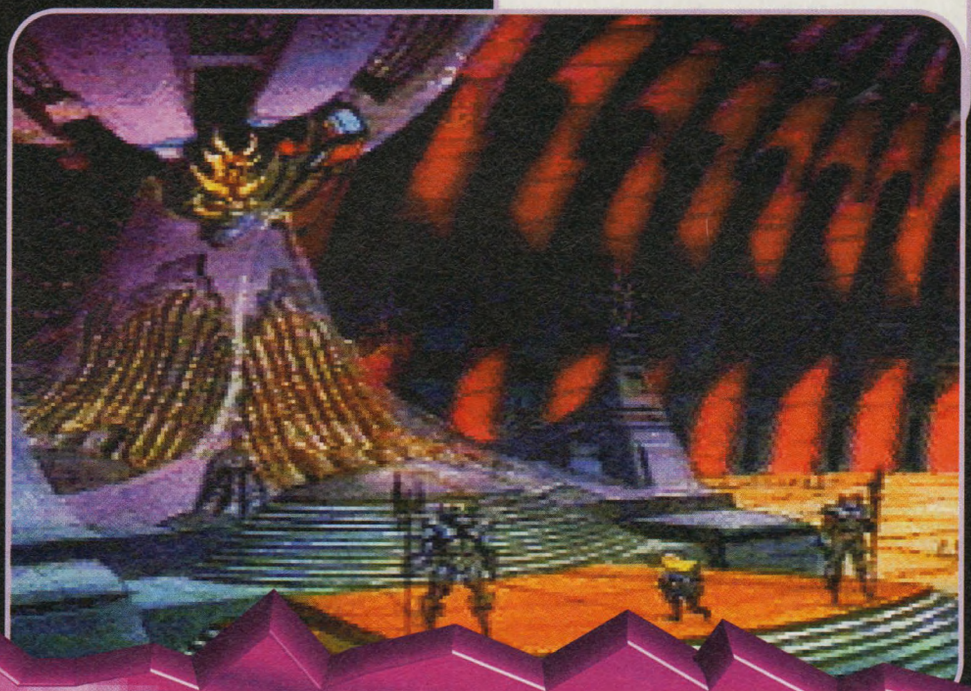
Unfortunately
though, there is also
a weird and very odd
thing. There's a
special game engine or
something, and it has
this special way of doing
things so that they are specially difficult.
Starting your car for example, it takes ages. It
took me an hour. Or what about walking?
Walking is difficult because Boris (you know,
THE GIT) is always walking into things, espe-
cially walls. Also, if you haven't picked up all
the right items and don't know how to use
them then you could quite easily be playing
this game for the rest of your life. The chances
of which increase with age, so that if you start
playing this game when you are over 100 years

By
Tim's stubbly
chin, I love these games,
and any of this quality are
certainly welcome on the
Amiga. It came as a bit of a
disappointment however, that *Universe*
appears so user-unfriendly. These types of
explore-em-up are supposed to encourage
you to continue playing through the game,
gradually developing more difficult prob-
lems. But this just seems to make a chore of
the most menial tasks, as Simon pointed
out. There is a tense atmosphere about the
game, certainly helped by the visuals and
sound, and there is a distinctly attractive
challenge about the whole thing.

MARCUS HAWKINS ■

Sucked in eh? That is a massive tradgedy, and what's more it could be a good thing, or not. That's the thing about uncertainty – you never know.

RSE



Alright look, I've got a personal opinion on all this, so listen. Point and click games are pointless (ha). They force you to use objects in a way that is irritatingly illogical, because if they were logical it would be easy. So you get a game which is difficult because it's stupid. It's forcing you to not only try to think like the programmers, but to think like the programmers think when they're thinking up illogical puzzles for an adventure game. Which is rubbish.

TIM TUCKER ■

FOR - AMIGA
FROM - CORE DESIGN
TEL - 0332 297797
AVAILABLE - AUG
PRICE - £34.99
STOP ■

That hand is under my control. I can move it with my brain.

This is *Space Invaders*. You can play this in *Universe*.

This is me as Boris again. Floating. About a bit.

old you will probably not get to see the end in one lifetime (so don't buy this for any older members of your family – anyone over 70 is out of bounds really). It's a lovely idea, and I haven't played a game like this for over a year now – for my sins – and I enjoyed the experience. And then I didn't any more because everything is so bloody difficult. If life were like this AND you had to save the universe, you'd just give up. You'd curl into a ball and say 'Cor, it's just like The Myth of Sisyphus – except worse (*eh?* – Marcus). Life is horrible, brutish and short and difficult and not worth living.' (*Sorry about this, but Simon's been feeling a bit down. Git.* – Tim). Still, I can't help feeling that part of the problem I had with this game was that I had to play it in a busy office with lots of things going on. If I'd gone home, set my TV dinner on my lap and settled down for a massive point and click session with my pals... OK pal... OK, OK, on my own, *then* I would have enjoyed it all the more.

It takes time and patience to get into these games you see. And I have neither.

SIMON KIRRANE ■

This is my 'car'. I say 'car' instead of car because it's not really a car, or a 'car'. It's a spaceship.

On the left is my 'car' and on the right is my guidence system, for guiding my 'car'... and a hand.

This is downtown alien world. All sorts of alien things happen here.

UNIVERSE

GRAPHICS
Boris is rotoscoped and everything, and there are lots of busy atmospheric screens.

SOUNDS
There's a groovy little tune blipping away in the background. Almost constantly.

PLAYABILITY
These games are immensely playable and have an unput-downable quality.

LASTABILITY
It's so bloody difficult that you're bound to play it for years.

OVERALL

I found this very difficult and that turned me against it. Still, there's room in the world for *Universe*, so I say live and let live.

SIMON ■

JUDGEMENT

86

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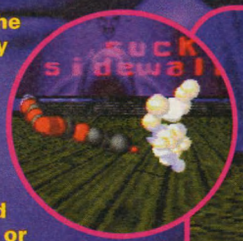
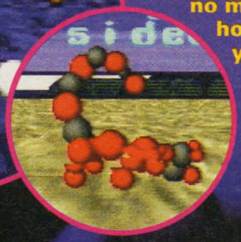
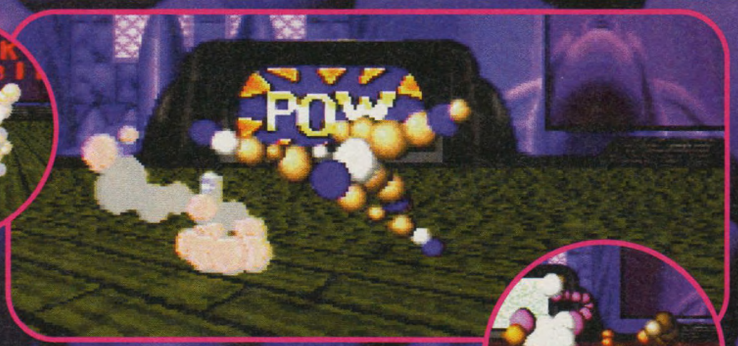
Throughout the fight the frankly rather cheeky scoreboards at the edge of the arena goad the combatants. Unfortunately, no matter how hard you try or how long you persevere you can't get to it to lamp it. I know. I've tried.



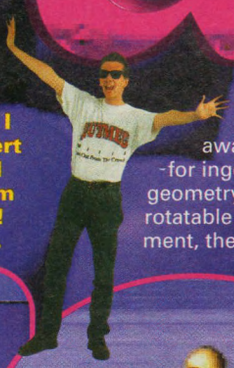




Your opponent, on the other hand is always available.

ballz

Look at me! I'm Ker-azy I am! Gert mental ,me. I'm maaad! Honest.

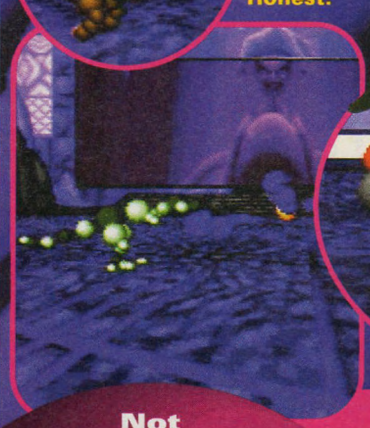


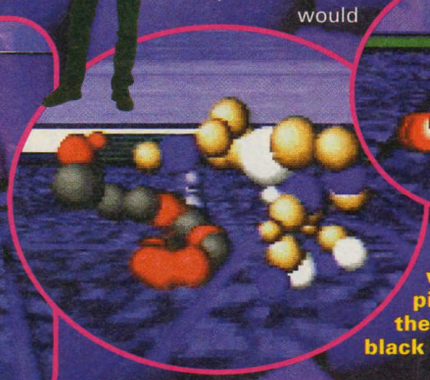
You know if there's an award ceremony -for ingenious use of geometry to create a rotatable 3D environment, then *Ballz* would win the sphere section hands down. You see, the great thing about a ball is that whatever angle you look at it from, it's circular in two dimensions. Add a bit of shading and you've got the most easily manipulable 3D shape possible.

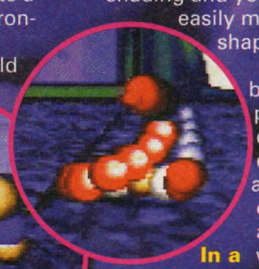
Next, grab your balls (yes, yes) and place them in a certain relation to each other to form a rough impression of, say, a clown, and work out where each ball would be as the clown moves. Put all that data into an environment, add collision detection, a roaming camera, special moves and a range of different sphere-based characters, and you end up with the closest you'll come to the roving cameras and multiple-view replays of *Virtua Fighters* in the home.

At the end of the day though, the game itself doesn't play too well. The characters, excitingly realised though they may be, are sluggish and unresponsive, with a distinctly limited range of context-sensitive moves. Apart from the odd special move you can only access punch or kick, which change depending on which direction you're moving, or the odd pre-sequenced throw.

Kronk, for instance, will grab his opponent and either beat him into the ground or hit him into the middle distance with his club. It's smooth, but it's beyond your







In a shock move the blue, white and pink one lamps the red and black one. Again.

Not surprisingly, there's a full cast of wacky, off-the-wall characters to choose from. Each of them has – GASP! – a special move that corresponds to its nature. The ostrich, for example, can recharge by putting its head in the sand, the ballerina dances on your bonce and the juggler, um, juggles. It's mad this game, bonkers barmy. Just like Simon K is.

BALLS, EH? EH? ARF ARF.

FOR - SNES
FROM - ACCOLADE
TEL - 081 788 0200
AVAILABLE - TBA
PRICE - £TBA
END ■

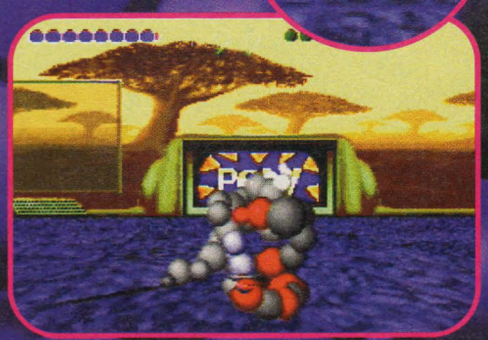
Accolade are in the business of pushing 16-bit machines to the limit at the moment. We've seen the *Doom*-like *Zero Tolerance* on the Mega Drive, and now here's an attempt to create a *Virtua Fighters* clone on the SNES. It looks the business too, but unfortunately ends up being a little shallow, and lacks the depth that the graphics promise. A good attempt, but ultimately flawed. MARCUS HAWKINS ■

After each bout the computer replays the fight and hands over control of the viewpoint to you. Zoom, pan, rotate, choose an aerial, top-down shot and take five to your frustrated film maker heart's content.

control for several seconds. In a beat-em-up, where the characters have to interact in a complex way, getting on the wrong end of an interaction can be fatal, so control is paramount. You know he's trying to kick you, you told your little bubble man to move, but you still end up with a spherical foot in the face.

If you take a large part of the skill out of the game, what's the point? The whole idea of the game loses its edge. Sadly, despite its attractive quirkiness, *Ballz*, like so many beat-em-ups, doesn't come up to scratch.

TIM TUCKER ■



This is a snake and some sort of gorilla rhino-type ball creature getting to grips with each other. Blimey.

Am I the only person around here who thought that these games were pretty bad from the very second they came flying through the letter box? Sure, so it's a little bit different, but it's so shallow and repetitive that I can't see it appealing to anyone who has played any of the squillions of half decent beat-em-ups that are around. Compared to the extremely wonderful *Super Street Fighter 2* and the all-conquering *Mortal Kombat 2*, this is is exactly what the title suggests. A load of old balls. LES ELLIS ■

This is a bit that I've written on a ball. The page has been themed, you see, because there are balls in the game. Nice one.

ballz

ONE PLAYER
TWO PLAYER
OPTIONS

GRAPHICS

Superb, really. The 3D's thoroughly convincing and the viewpoint moves as smoothly as you like.

SOUNDS

Nothing to get excited about in the sound department.

PLAYABILITY

Sluggish, unresponsive and irritating. And that's just Les.

LASTABILITY

Pretty, clever, slick, but ultimately frustrating. And that's not Les. Apart from the last bit.

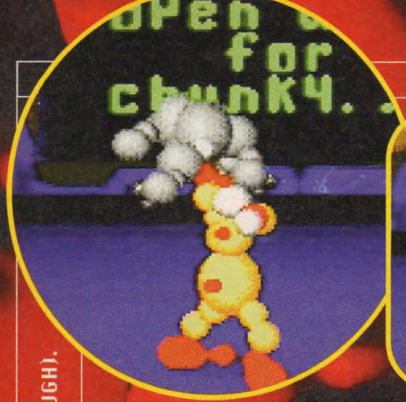
OVERALL

Full marks for an ingenious programming solution, but serious deductions have to be made for sluggish and shallow gameplay.

TIM ■

58

JUDGEMENT



FOR - MEGA DRIVE
FROM - ACCOLADE
TEL - 081 788 0200
AVAILABLE - SEPT
PRICE - £39.99
END ■

With the blue backdrop it looks like you fight on a weather map. You don't.

ballz

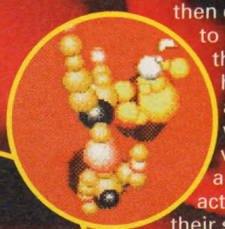
Ballz? Bonkers more like. This is the craziest mad-fest since Mad Jack McMad went insane with a colander and some fruit pastilles. The game is a beat-em-up and, in a lot of ways, a mad-em-up. All the characters are made out of balls and they all represent things like clowns, strongmen, rhinos and all sorts of things you find in circi (that being the best plural version of circus I can come up with).

The ground rotates and all the characters can move towards and away from the screen which gives you greater depth. It also means that the fighting can be a lot more realistic; I managed to run away from oppo-

...molecular structures. But of course they aren't anything like that.

nents in a very true to life kind of way. There are some great special moves as well; the clown nips by you and kicks you up the bum (as clowns are so wont to do), the strongman picks you up and sticks you under his arm and then commences to slam you in the face with his fist. It's all been worked out very well and the characters, despite their spherical roots, come out looking, ahem, well rounded. There seems to be weight to them and they are fun to play with, but after all the laughing and japery has calmed down, and taking into account that this is quite a slick, fast paced game, you have to say that this isn't as full as *SSF2* or *MK2*. There is a fantastic instant replay feature where you can view the action from virtually any angle or distance you want to – you can slow it down as well. Also commentary is available by watching the screens around the stage and the backdrops

When they tussle, the balls look like strange...



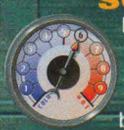
Good fun and tons of jocularity, it beats *Clayfighter* into the ground, but it's not the best beaty ever. If you are addicted to quirky things then this might appeal, but I don't think it will go the distance. **SIMON KIRRANE** ■

The TVs in the background are constantly flashing images and comments. This one looks like it's playing a 60s cartoon, but it isn't anything like that.

GRAPHICS

Great, this is very fast and very innovative. Imagination has been used and the characters work well.

SOUNDS



Not bad! Lots of thwacks and giggles, pipped at the post here by *Clayfighter*, but only just.

PLAYABILITY

We played this solidly when it first came in. A very enjoyable knockabout.

LASTABILITY

It might be fun but it won't last. It hasn't got the legs to take it into the high-flyers of this genre.

OVERALL

You are my favourite reader in the world – here is a parenthetic hug ((((()))) (*Pathetic more like* – Tim). So you can trust me. This is a good, well-intentioned game but it doesn't achieve what it sets out to in terms of lastability. Still, it's a very good attempt.
SIMON ■

JUDGEMENT

DOMANI

REFLECTIONS OF FASHION

Domani shoes available from: Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown: Axel.

SPECIALNESS

A veritable smorgasbord of moves is available for your pleasure in *MK2*...

Kitana's Fan Lift for instance. A simple B, B, B, HP move.

Or try her 'bloody' good Fan Throw, using F, F, HP&LP.

And here we have Mileena's Teleport kick. F, F, LK.

Wahey! Mil's Floor Roll. B, B, D, HK for lino skimming fun.

B, B, B, LP for Baraka's furious Blade Fury. Nasty.

Or the toothy man's Blade Throw, using D, DB, B, HP.

And then there were two. D, DB, B, HP for a Teleport.

Sub's Ice Ball? Try D, DF, F, LP for a chilly treat. Brrrr.

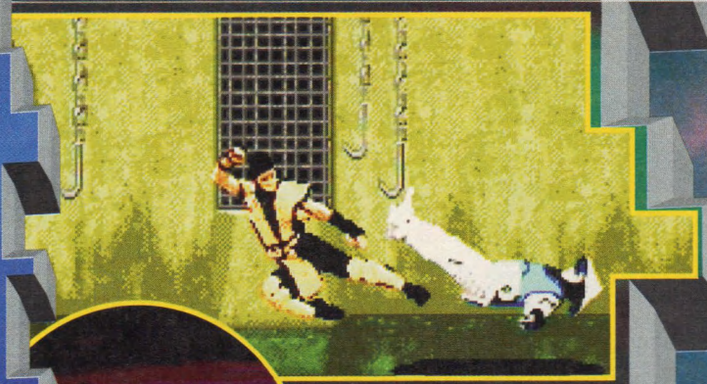
Slippery when wet. Or frozen. The old D, DB, B, LK trick.

F, F, HP for Reptile's unhygienic Acid Spit.

Ha ha, the Force Globe, eh? B, B, HP&LP, I reckon.

Liu Kang, you and yer Bicycle Kick. Hold LK and let go.

Followed by a High Fireball (F, F, HP). You're so hot Liu.



In the park, near the swings, a fight ensues. Youngsters today, eh?

His legs, they look so small. As does his little chum. But wait, it's only a friendship move, Phew.

A stormy moonlit night, just north of the Equator. Rain scything into the already waterlogged soil, lightning striking at the drowning landscape. A lone silhouette stands on a hilltop clutching his soggy staff, sheltering as best he can beside the creaking hull of a towering wooden boat. And before him, racing up the steep incline, comes a small, black, plastic thing. A beat-em-up. And a sequel at that.

Ignoring its pleadings, the man is quite insistent. He has two fine examples of this species already: *Super Street Fighter 2* and *Mortal Kombat*, there is no room for any more. But, when the cart eventually stops screaming long enough for the man to see its true worth, he becomes absorbed by its beauty and playability, and quickly ejects a tearful *Mortal Kombat* from the ship. But *SSF2* simply cowers back into the shadows, for it is the challenger it has feared for so many years. This could destroy him, this could rule the woooorld! (*Cue stabs of lightning and booming thunder*).

BLOODY NOSE

So why is this game so damn fine then, eh? I'm not a bloodthirsty young pup like our Les, and unlike Simon K who hovers like a highly excitable hummingbird on the periphery of sanity, I am

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MORTAL KOMBAT II

The cyan trews of Sub Zero were a blur down in the forest. Mileena screamed. So did I. I screamed. Ice creamed, get it, get it? Eh?

I'm such a fan of Kitana. (*Ho, ho, you're such a card, Marcus* – impressed reader). But Liu Kang takes no prisoners. That's because he eats them.

Here we go again. How many more times do we have to tell you? *Mortal Kombat 2* is buuurrril-liant, on any format. It's the best beat-em-up and in my opinion it kicks *Super Street Fighter 2*'s arse. There's more depth to it with all the hidden bits and all those luvverly babalities and friendship moves. This settles the argument. *Mortal Kombat 2* rules. The only way they could improve on this is if they gave it a *Doom/Zero Tolerance* viewpoint. I'd pay for that. **LES ELLIS** ■

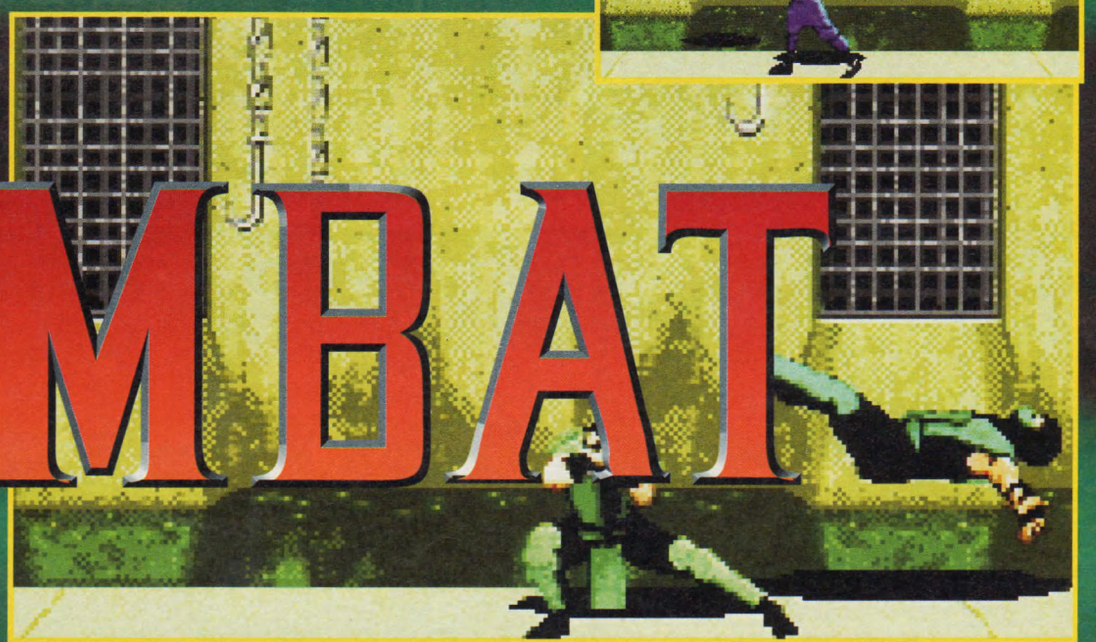
reasonably calm. So why exactly does *MK2* make me want to smother marmite over my muscular frame and lie on a nest of yeast-loving ants?

Because it's such a nose bleedin'-tastic conversion of a nose bleedin'-tastic coin-op might have something to do with it. The fact that all the characters are perfectly balanced, with special moves easily accessible for each might also be a factor. And most definitely because it's so much of an improvement over the original.

Just take a look at the screen-shots. The backgrounds are just perfect, aren't they? Remember the uninspiring backdrops of *Mortal Kombat*? (*Cue reader's throaty laugh*). And drool over the magnificent selection of charac-ters and their deliciously animated moves – they look so real. Hang on, they are real. The sound effects perfectly capture the power of fist/fan/hat hitting flesh, and the combatants don't drift around all over the shop – they feel bloody solid and responsive.

Take two frustrating-to-control beat-em-ups into the living room? Not me, I prefer to just pick up and go, and *MK2* doesn't disappoint. The same BBBDDHP-type control method is still in place, which certainly gives it a wide appeal, as any character can be chosen without fear of any horrendously complicated D-pad 360° rotation exercises getting in the way of the gameplay (alright, there is one, but it's only one of Liu Kang's finishing moves). No more will you pick the same character match after

It's the man with the hat. And Kung Lao is his name. Shout it from the rooftops, cry it from the streets, for he is back. With his hat. Um...



ON THE PORTAL STAGE, WHEN THAT LITTLE GREY MAN SHOUTS "TOASTY", HOLD DOWN AND START, FOR SOME TOP SMOKEGE ACTION. IT'LL LEAVE YOU GASPING.

match (although certain characers undeniably have more charisma than others. Indeed, Mileena, you sound fighting bird, you're mine).

BLOODY HELL!

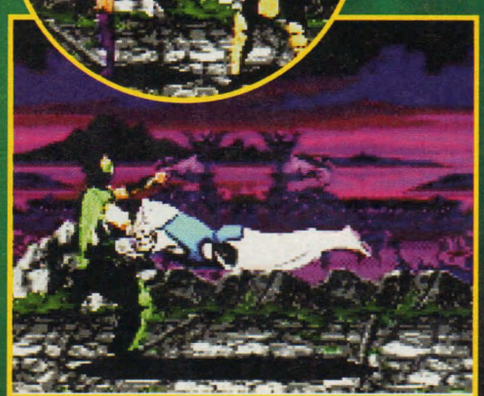
It's predictable that we're going to get the usual 'My 16-bit version is better than your 16-bit version'-type arguments, but I wouldn't put any weight into the SNES/Mega Drive *MK2* comparisons. The programers have done a sterling job here, and it's possibly the best beat-em-up on the Mega Drive. We are getting into 6-button joypad territory though, so the SNES version obviously has another advantage, but the price of a pad is indeed a small price to pay for the hellishly good TV-hogging, parent-annoying fun you'll get for a very long time from *MK2*.

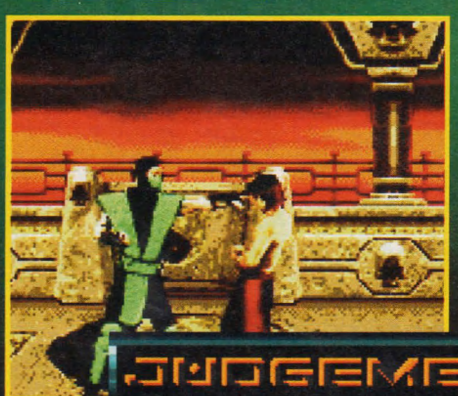
Friendships, babalities, fatalities, secret-thingsalities, all present and correct. And all your combos from the coin-op can be lovingly recreated. Aah, it's such a packed game, believe me when I say you'll be playing it for ages. Obviously, as the players are well balanced, playing against someone else ensures many a tense match, but even by yourself, there's so much to discover. Bless me, sir, if it hasn't been worth the hype-filled wait.

MARCUS HAWKINS ■

One of the best things about *Mortal Kombat 2* is the 'plot'. Game plots are usually uninspired, to say the least, especially beat-em-ups. But *MK2* really captures the imagination. This is REAL cinema, with a combination of characters that runs like a cult film Who's Who guide. Every single counter-culture genre stereotype has been represented, from the horror flick monster Baraka, to the skilled martial artist Liu Kang. And with two female ninja assassins who will haunt your fantasies right into middle age, this has got the lot. If they do it properly, the film version will be all of this and more. I only mention all this because nobody else has. It goes without saying that this is a great game. (See the 'All Time Top 100' free with this issue).

TIM TUCKER ■





MORTAL KOMBAT II

GRAPHICS
The Ninty version comes closest to the coin-op, but these are certainly impressive.

SOUNDS
Astonishingly good for the Mega Drive, and certainly embarrasses *SSF2*.

PLAYABILITY
As playable as a family board game entitiled 'Blimey! It's Playability Unlimited'.

LASTABILITY
The Cliff Richard of videogames, this'll transcend generations. Probably.

OVERALL

Reserve this now, or you'll be greeted by those irritating stickers that say 'Sorry, but this game is unavailable at present' that shops put on carts these days. You must buy it though. Sell your kidneys to a corner shop kidney merchant if you have to, but get it nonetheless.

MARCUS ■

JUDGEMENT 94

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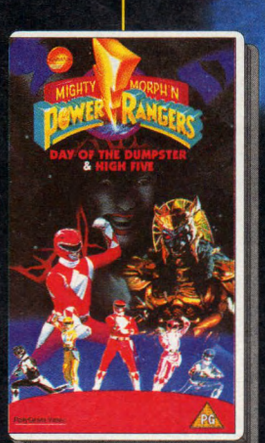

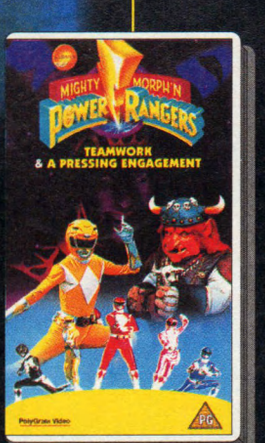

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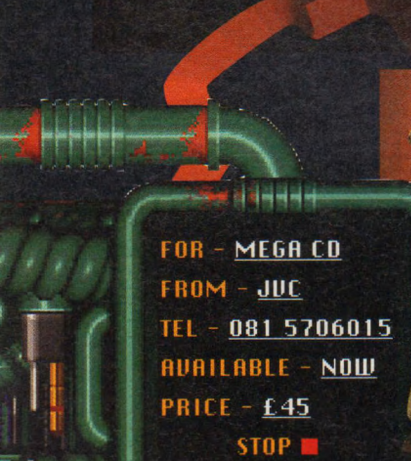

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Hugely successful, known throughout the world and encapsulating that timeless David and Goliath element, the Star Wars trilogy has at least a bit part in late twentieth century culture. And now we have a slick CD production which actually attempts to come to terms with the epic scale of the story, casting you as a rebel pilot over fifteen short missions, ranging from early training exercises through to the final bomb in the Death Star exhaust hole.

These missions, or chapters as they're called, are predominantly of two types. The first one you'll come across is viewed from just behind your craft and involves flying around in worryingly confined spaces, trying not to die. If you're not flying, you'll generally be blasting away with the aid of the usual on-screen crosshair. These shooting sections dominate the game and are presented from a number of viewpoints. As well as the normal perspectives you get an above-the-ship view, and even at one point, a from-behind-you-on-foot view. That sounds like quite a variety of exciting

Destroy the laser cannon above in order for you to make the disappointingly easy final run.

Then it's on with your best quilted jacket for a bit of a rave up, down the town hall.

The foot sections are essentially limited point and shoot affairs.

If I hear the phrase 'future of videogaming' one more time I'll nail Simon to a post and sqeeze his eyes... again. This is not the way forward. This is merely a series of images and the interaction is strictly limited. You do feel as though you are a cadet and that yo are getting ready for battle, but just like a real cadet you soon get frustrated by the lack of things for you to do. "Don't touch this, mind that switch and FOR GOD'S SAKE keep away from the little red button!" It's all a bit 'hands off' for me. Also, the bombing bit at the end where you have to shoot a basketball in a dustbin-type thing – it's easy! I pulled it off every time,

TIM TUCKER ■

scenarios, doesn't it? Sadly, it's not. Even though the view changes, the gameplay doesn't. The backgrounds, which are streamed straight from the CD, flow past, and you move your sights and shoot at the appropriate piece of Empire jiggery-pokery. In some bits you move the sight by moving the craft, in others you're just a shooting passenger, but at the end of the day it's all much the same.

These problems seem to be a product of overambitiousness on the developers' part. The top-down sections, where you need to shoot things while avoiding mountains, are marred by the fact that you can't actually see them. The complexity of the backdrop seems to be completely beyond the Mega CD. The fact that you're playing over an unmanipulable backdrop also makes the whole game rigid. Take the attack on the Empire battleship for instance. It's your job to shoot the gun turrets on the side and the bridge at the top, while fending off TIE fighters. Once you've made a pass you should have shot most of the turrets, but your ship insists on doing the whole run again, highlighting how little control you have.

Having said all that, I have to give credit where it's due and say that *Rebel Assault* is very slick indeed. The FMV's not the best, but the flow and narrative are impressively integrated. There's footage from the films plus bits for crashes, and the music is obviously topnotch.

SIMON KIRRANE ■

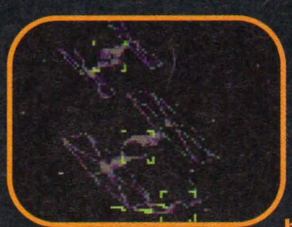
You know the thing that really annoys me about this job? We sit here and play these games thoroughly to see if they are any good. Then, unbelievably, some of you still go out and buy the bad ones. Then you have the gall to write in to us and tell us how bad they are. We already know. And we also know that *Rebel Assualt* will sell loads anyway, just because of the Star Wars name. But you'll soon be moaning that it's rubbish. My advice is not to get *Rebel Assault* if you want a game with some guts to it.

LES ELLIS ■

STAR BORES

There are lots of spaceships in *Rebel Assault*. Here's our definitive guide

1. The famous X-wing fighter, with wings in the shape of a huge X, surpris-



2. The vehicle of choice for the baddies is the TIE - fighter, so called because of its well known ability to, um, do something a bit Tieey. Probably.

3. Um, it's a ... No, it's one of those ... Ah, look, I don't know what it is, but it's gert smart and it's got a gun and everything, so it's alright by me.

4. The bridge of one of the Empire's mighty Battle Cruisers, blowing up.

Yesterday. Possibly. Is that enough? (*More than enough* – Tim).

GRAPHICS

Undeniably stunning, if a little unclear during some stages. But you could always watch the film...

SOUNDS

Stunning again, with all the music, dialogue and atmosphere of the films.

PLAYABILITY

This is where it all goes a bit wrong. It feels a bit like you're running on rails.

LASTABILITY

The most rigid structure possible means that once you've done it you won't be coming back.

OVERALL

A slick but empty game, typical of Mega CD software that's being released these days. So it will probably do well.

SIMON ■

Oooooh. Gulp. Arrrrrrr. You know, being this high up terrifies me. A lot.
Frank Bruno he ain't, but what do you expect?
This old soldier rushes off to get his air gun so that he can put paid to that infernal hot air balloon that keeps flying over his greenhouse. How can he talk to the walking carrots with all that noise going on? Youth of today, I don't know.
Errr. Um. Nope, still too high. It's all very distant from the ground still. I hate it.
I always said we should stop irradiating food. Look what's happened to this carrot.
Ahhh. Now this is more like it. I could safely er, shuffle around here. A bit.

PU SOU

What a weird idea for a hero. A lump of putty. Well I suppose if it grips the nation it won't cost much for everyone to buy their hero. We could always just nick the stuff from our windows. I'm sure your parents wouldn't be too mad when all the windows fell out. If that's a bit too evil a scheme then you can always buy that gooey snot-like stuff that comes in those little pots. The sort of stuff they used in that film, The Blob. Watch it and take a look at those pots. They won't seem such innocent fun after that. That stuff is trying to take over the world.

Alright, I've calmed down now. I'll acknowledge that this is a simple videogame developed by System 3 using their original Putty character. Only problem is, he isn't original now, because this game is pretty much the same as the first. Even I have to admit though (and it hurts to do so), that Putty is a pretty unique character. There aren't many platform heroes who can do as much as him. He can stretch in all directions, jump and punch. Alright, so that may not be new, but how many other characters can absorb objects to use later on? How many others have a cat they can call up, then kick in to jump higher? The number is approximately zero, I think.

System 3 have obviously worked hard to make little old Putty into a flexible and appealing character. They've also worked hard on making this a flexible and appealing game.

He's right, it's a gorgeous game. I love this little blue guy with his strange ability to morph into things and absorb them. He's cool. He rules. System 3 have followed up their first *Putty* game with more of the same, which is either a good or bad thing, depending on your politics. Good if you loved the first game (like me) and wanted to play some more of the same, bad if you thought the original was, er, original, and that more fresh ideas are needed to make a follow up worth purchasing. At the moment it's only on the 1200, but expect 500 and SNES versions soon. **TIM TUCKER** ■

OPTIONS - NONE
DIFFICULTY - TOUGH
PLAYERS - ONE
SAVE GAME - CODES

END ■

This dude comes in on a skateboard and will happily kick hell out of you unless you punch his lights out first and jump on his guts to get higher.

cartoon graphics with excellent gameplay. Some of the enemy sprites are particularly appealing.

It looks as though System 3 have come up with another winner. It's a great platform/puzzle/explore-em-up. Seeing as there aren't many of them on the Amiga, I guess this is the one to get. A fabbo game, packed to the blue bit on the edge of the disk with humorous touches that make you want to play on. Same formula as the first ones, but still funny and very worthwhile. *Putty Squad* – it's different to other platformers and better than most.

LES ELLIS ■

GOODFELLAS

Toad the line then.

Mortar the point.

Sheik, rattle, roll.

What's up doc?

Soldier blues.

Sonic's hideaway.

GRAPHICS

Very funny, cartoony, and everything. Great detail on the sprites and a sense of humour throughout.

SOUNDS

Cutsie spot effects but nothing too special or outstanding.

PLAYABILITY

Very easy to get into. Putty has a lot of moves to perform but they're amazingly simple to master.

LASTABILITY

It may not be the biggest game in the world but its toughness more than makes up for it.

OVERALL

This proves the Amiga can handle what the consoles do best, i.e. cute platformy games. *Putty Squad* is visually stunning and plays like a demon once you get into it. I'm very impressed with it. With all the troubles the Amiga is having lately it's great to see that top games like this can still appear. Well worth getting.

LES ■

Who are the next generation of videogame heroes? Putty, a lump of charcoal, a bit of gravel, and, er, some cement?

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JUDGEMENT

84

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How did this infection start? "Well it was just a boil on me bum," said the bird.

Look, little caveman, I'm tired, and I'll fireball your face unless you bugger off.

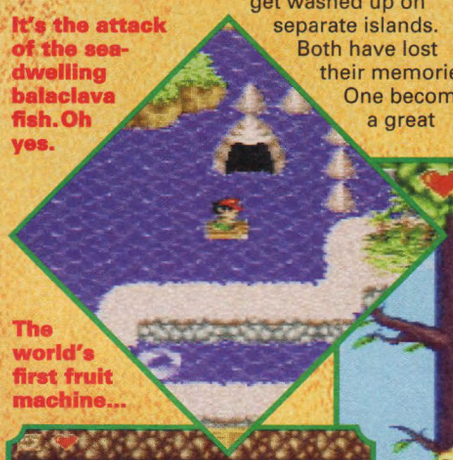
SUPER ADVENTURE ISLAND 2

The plot lines to these games are getting worse than the dregs of American or Australian soaps. You can always rely on some distant relative being kidnapped by aliens, losing their memory, having plastic surgery, getting shipwrecked on a desert island, mutating into a radioactive creature and going on the rampage. Well maybe the last two were not quite right, but you get the gist of it. Unfortunately, this is starting to cross over into the world of videogames.

Super Adventure Island 2, for example. Two newlyweds on a raft going on honeymoon. They're too distracted by newlywed things to notice a large tidal wave approaching. It hits them, and they get washed up on separate islands. Both have lost their memories. One becomes a great warrior and one goes on to become engaged to a king. Then the Queen to be gets kidnapped, and who gets called in to rescue her? You got it, old warrior ex-hubby face, that's who.

SAI2 is your basic platform hack-and-slash-em-up, but with a slight difference. The action is set over five islands which you have to visit, then repeatedly return to once you learn new skills and master new spells. This does tend to make the game seem bigger, but it actually just gets more confusing as you walk along and pick something up, go back to where you started the game to use it, then go somewhere else to carry on. It's hard to keep track of what you are doing.

While the graphics are very cutsie cartoony, the game itself is a bit on the easy side. After a couple of goes you'll be an awfully long way into the adventure, and you can almost hear that fifty quid laughing at you for blowing it on this. Games like this come along all the time, and *SAI2* just isn't innovative enough. It's no better than the million-and-one platformers on sale. It's good, but just not good enough. **LES ELLIS** ■



It's the attack of the sea-dwelling balaclava fish. Oh yes.

The world's first fruit machine...

...recently discovered in caves in Fiji.

GRAPHICS
Pleasing to the eye, although nothing sensational when you consider what has gone before.

SOUNDS
A definite weak point in the game. Poor spot effects and little music to speak of.

PLAYABILITY
Simple jumping and hitting with a lot of exploring make this quite easy to get into.

LASTABILITY
Too easy by far. You'll also get a bit fed up with the weird and laborious exploring you have to do.

OVERALL

Consoles and platform games seem to go together. This means that to stand out, a contender is going to have to be really special. Unfortunately, this isn't so great. While there's nothing really wrong with it, *SAI2* has nothing new to offer. LES ■

JUDGEMENT

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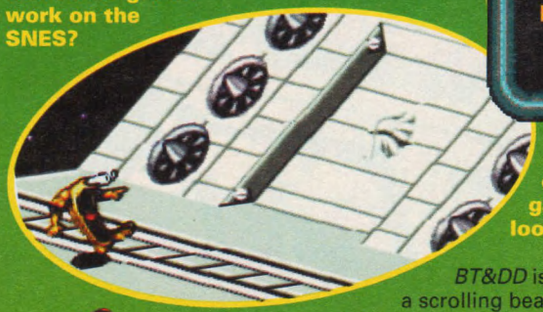


Run! A crap game is loose!

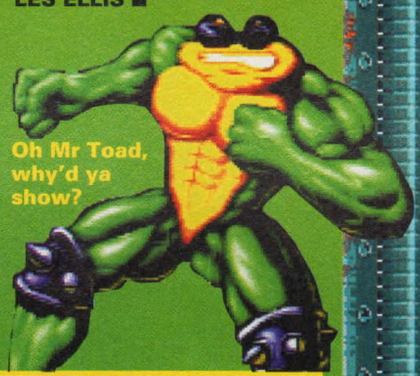
Two wrongs don't make a right. and that also applies to videogames. *Double Dragon* – crap beat-em-up that was pretty bad years ago when it was released and is just plain awful now. *Battletoads* – stupid idea for superheroes and an even more ridiculous idea for a game. You can probably see where this is going, but I'll spell it out. As separate entities, these were rubbish. Put them together and what do you get? An even bigger pile of rubbish.

On a universal scale, this is up there with the rise of Macauley Culkin, flares and the making of Last of the Summer Wine, as things that shouldn't have been allowed to happen. I'm not kidding. It takes a few seconds after you have turned your machine on to regret doing so. Treasure those last few seconds, because after you've played this you'll wish you'd used them to change your mind.

BT&DD is basically a scrolling beat-em-up. Fair enough, but why make a beat-em-up where you just press one button repeatedly and the game randomly decides if you or the enemy hits first? There are hardly any moves to pull off, so it gets very tedious, very quickly. The graphics are old-fashioned and although there is a groovy rock(ish) soundtrack, it's too little too late. By the time you notice, you'll feel thoroughly ripped off.

Appalling drivel like this should never be released. I always thought Nintendo's approval procedures were supposed to iron out such rubbish. It's the worse SNES game I have ever come across.

LES ELLIS ■



Oh Mr Toad, why'd ya show?

Slap some sense into him, oh big, brown thing.

GRAPHICS

Crap. A few years ago they would have been acceptable but not now. Back to the drawing board guys.

SOUNDS

Crap. Diabolical sound effects but an almost good soundtrack.

PLAYABILITY

Crap. Press one button as often as you can. Far too much randomising.

LASTABILITY

A few minutes and you'll be sick. Any longer and you'll need serious professional help.

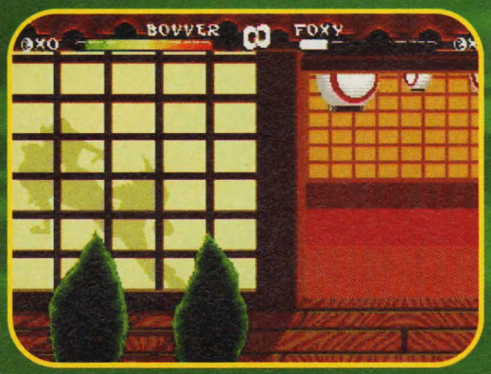
OVERALL

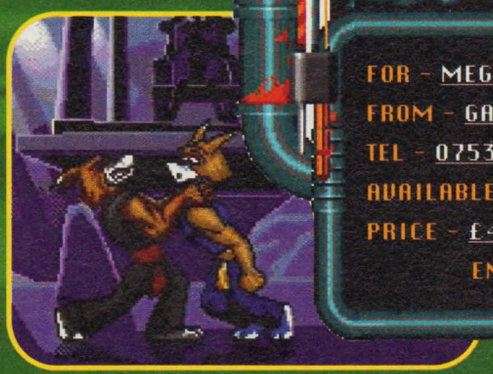
I hate Tim for making me review this. He'll have to work pretty hard to get back in my good books. *BT&DD* is rubbish, pure and simple. Two bad licences do not a good one make. Sony have chosen a turkey for dinner, and it's stuffed full of toads.

LES ■

JUDGEMENT

28





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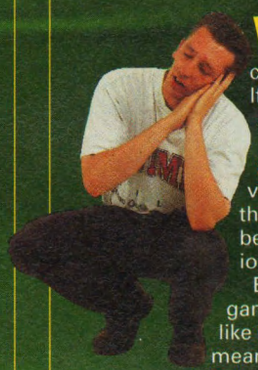
BRUTAL



Well, you can't accuse the makers of not covering all bases in *Brutal*. If you're young, you probably like cartoons, right? So let's have cutesy bipedal animals. If you like videogames, the chances are that there's nothing you like better than a good, old-fashioned beat-em-up.

But hang on, what about the game's attitude? You might like cartoons, but that doesn't mean you're a pansy, does it? Oh no, you like something a bit moody and possibly violent. So the game's called *Brutal*.

The characters' obligatory biographies reveal flawed, sometimes cynical human traits taken from the, hey, gritty, genuine soap opera world. There's the past it, anything for a buck Kendo Coyote, protégé of Tai Cheetah, with obsessive sworn enemy of both and general royal playboy, Prince Leon the Lion.

There are even a few wild cards in the plotting, plenty of pulp Buddhism for any of you spiritual questers out there, and a couple of poems in the back of the instruction manual. So, we've got everyone covered. Well, no. This game manages to avoid satisfying all of us who enjoy quality games. Those where the characters respond quickly to your finger shuffling, and do so with a reasonable amount of fluidity. A game that can both talk the talk and walk the walk. **TIM TUCKER** ■

A poke in the eye is worth two in the bush. Or something. Nice guitar though...

GRAPHICS
Some pretty cosmetics, but the characters themselves look a bit low budget and jerky.

SOUNDS
Appalling yelps and screams seem to occur at random. In the game that is.

PLAYABILITY
Unresponsive, slow and very frustrating. Well off the pace.

LASTABILITY
Too frustratingly shallow and slow to keep anyone going for too long.

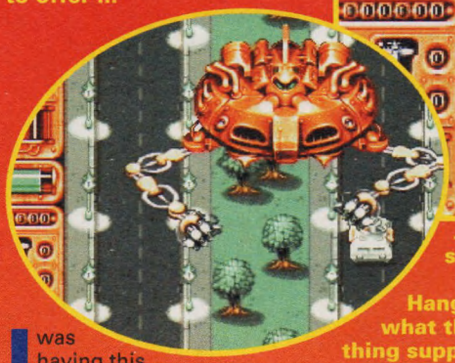
OVERALL

The problem with covering all bases is that you spread yourself too thin, and anybody who knows anything about Marmite can tell you what a nightmare that is.
TIM ■

JUDGEMENT 40

FOR - CD-32
FROM - CORE DESIGN
TEL - 0332 297797
AVAILABLE - OUT NOW
PRICE - £25.99
END ■

If this is all the enemy has to offer ...



... I'm not surpised they're losing. Fancy sending delapitated crates against my planes.

Hang on a mo', what the hell is this thing supposed to be?

BANSHEE

I was having this discussion with Tim the other day when we were in a pu... er, social club somewhere. He reckoned that a poltergeist is worse than a banshee. You see, he said that because a poltergeist throws things around and sucks you into TV sets and stuff, that it's scarier than a banshee that just screams a lot and gives you a headache. I agreed that a poltergeist must be better, because there have never been any blockbuster movies about banshees.

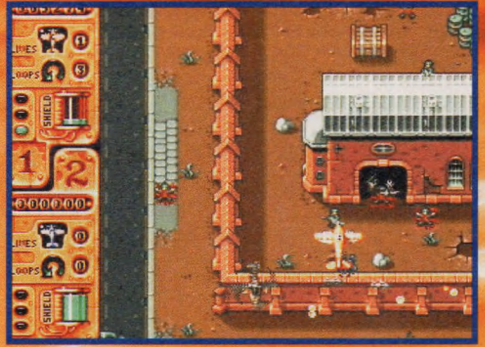
Anyway, the reason for this totally irrelevant intro is that this game is called *Banshee*, you see. But it's not the screaming Irish ghost-type banshee. This one is a pretty amazing plane, which goes screaming around the skies shooting things and blowing things up. Not bad. I'd rather have one of those than a poltergeist any day.

Banshee is a *1941*-style shoot-em-up. I don't mean it was made in 1941. It would look pretty bleedin' sick then, wouldn't it? It would be in black and white because they hadn't invented colour yet, and it would feature big band music instead of screaming sound effects and pumping modern riffs. What I meant, was that it's like *1941*, the game. You fly this plane and shoot abso-bloody-lutely everything. Of course, 1941 didn't have such great graphics and frantic action.

Banshee would be a very average shoot-em-up if it wasn't packed with entertaining touches. The men die in pools of blood when you hit them, little people blow up big buildings if you don't take them out, women push prams down city streets, soldiers use the buildings for cover. In fact every single second of this game reveals a neat touch. This is what makes this game so great for me. Sure, so the graphics may be a bit on the small side, but when they are as intricately detailed as this, who cares? Just check out the city level, it's gorgeously done.

Banshee is an old-fashioned game that has been bought bang up-to-date in the best possible way. It's destined to become a real cult classic, and thoroughly deserves to do so.

LES ELLIS ■



This bit is not as good as when the evil army of the undead rise to shoot you down. I'm not joking.

BANSHEE IS A FUNNY NAME - BUT THEN SO IS LYDIA.

GRAPHICS

Amazing amounts of detail on all the levels, plus several cute touches that you have to look for.

SOUNDS

The sound effects are a bit lame, so's the music for that matter.

PLAYABILITY

Simple, straightforward, down-to-earth blasting. With bells on. It's all about killing loads of people.

LASTABILITY

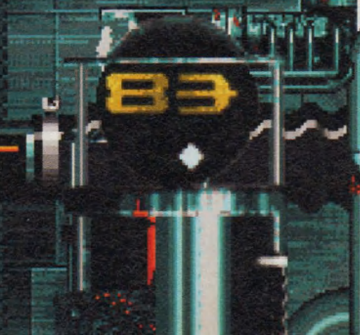
Very addictive and compelling to play. Classic games don't die, they just get recreated on CD.

OVERALL

This is the business. Kill loads of people, watch them die in huge pools of blood, blow up loads of machines and buildings. God this is cool. It's an old formula that has been given a real lease of life. Shoot-em-up action at its best. I love it.

LES ■

JUDGEMENT



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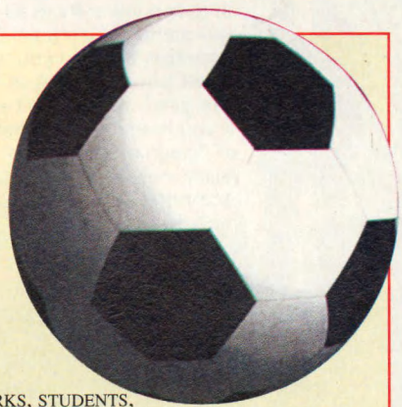

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Are you sure we're supposed to reverse onto the deck when we're trying to land?

Hey, what do you know? I really can hit the side of a barn after all.

FOR -SNES
FROM - SONY
TEL - 071 9118646
AVAILABLE - NOW
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END ■

TURN AND BURN

NO FLY ZONE

Remember Top Gun? Did you feel a thrill as those gung ho pilots did all that flash pilot stuff? Did you groan inwardly at all the macho comments they made? Did you wish that one day you could fly some powerful F-14 and get all the girls? Nah, I didn't either. But if you really want to feel the thrill of flying combat aircraft in exciting missions then I would totally recommend that you go and join the US Air Force or Navy.

Hang on. Left a bit. A bit more. Right, now we'll hit 'im for sure.

Do anything, except waste fifty big ones on *Turn and Burn*.

This is just another in the seemingly endless line of naff *Afterburner* clones. Fly after a dot on your radar, get it in your sights and fire a missile at it. That's about all there is to it. Oh sure, Sony have tried to disguise this by throwing in a few ground targets and some flash intro graphics, but let's face it, as soon as you play it, the *Afterburner* shows through. The same shallow gameplay, the same tedious action and the same five-minute attention span. No amount of make up could have hidden these scars.

With practically no variety in the gameplay or the graphics there is just no hook to this. Why bother playing the next mission when you know it's going to look and play exactly the same, except maybe (if you're lucky) the sky is a different colour? Come to think of it, despite the fact that I despise Tom Cruise, I would rather be tied to a chair, have my eyelids stapled open and forced to watch Top Gun 100 times before I would want to play *Turn and Burn*. Sorry folks, but this is just another naff flying shoot-em-up that you don't want to bother with.

LES ELLIS ■

GRAPHICS

Great intros but it crashes and burns when it gets to the actual game.

SOUNDS

Pretty tame when you consider the scope they had for explosions and shooting effects on the SNES.

PLAYABILITY

Stare at a blue screen, wait for a dot to appear and press fire. Oh yeah, that's what I call playability.

LASTABILITY

Put an ice cream in the microwave and turn it on full. It'll last longer than your interest in this.

OVERALL

This just goes to show that you can't hide shallow gameplay, no matter how hard you try. This is no improvement on *Afterburner*, and that's an ancient game. Looks bad, plays bad, sounds awful and I hate it. I hate it. I hate it.

LES ■

JUDGEMENT

MORE PILOTSPEAK: "MY RIO CAME AT ME WITH TURN 'N' BURN, CRASHED AND BURNT". APPARENTLY IT MEANS "SOMEONE TOLD ME THAT THIS IS RUBBISH".

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The magazine

The 1st of November 1994

FOR - MEGA DRIVE
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TEL - 0533 880445
AVAILABLE - NOW
PRICE - £49.99
END ■

...and then the ball stopped, it just hung there. Confounding everyone, a bit.

"My back's gone! Hey, somebody carry me off! Hello?"

MLBPA BASEBALL

GRAPHICS
Fast-paced with a number of grainy video clips thrown in for good measure.

SOUNDS
For some reason the 'Strike' samples are in here but no 'Ball' samples. Funny.

PLAYABILITY
There seem to be so many people who hate these games. But I love them.

LASTABILITY
You can play a full season, individual games and two player. That should take a while.

OVERALL

I found this great fun to play, but I am overly receptive to baseball games. This is probably the best there is on the Mega Drive. Oh look, I liked it, so sue me.
MARCUS ■

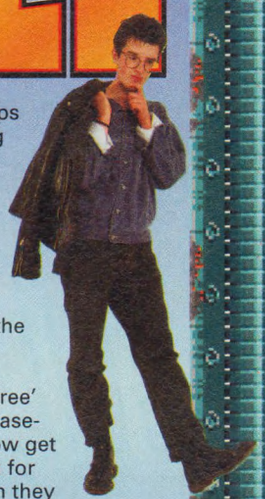
EA SPORTS™ ELECTRONIC ARTS

Despite what many detractors have said to me in the past, I must point out here, right at the start of this review, that I solemnly believe baseball to be one of the best sports to receive the videogame treatment. It's such an easy medium to get into a virtual world. (*That's not what you said last month* – Tim). Are you all happy with that? Good. Now I'll begin.

As a two player game this is really quite a tense affair. As pitcher you are constantly battling to pull off a harmonious grouping of unhittable and badly hittable pitches. Then you can strike people out and get them knocking crap dolly shots out into your highly trained (and paid) fielders. Also, as the batter, you are constantly trying to woo the pitcher into giving you a walk to first base by throwing four 'Balls', or perhaps panicking him into channelling a ball right where you want it, so you can hit a home run and clear all your bases, thus laughing in the face of your partner.

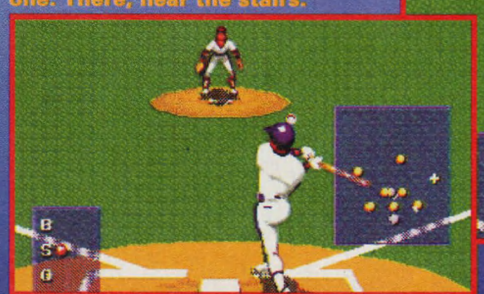
All the components of a good and solid baseball sim have been included here – all the pros and all the teams. The samples of the 'ner ner' organ music and shouts of 'Strike Three' are also in place, it's just not baseball without them. Plus you now get video footage of people diving for balls and slapping hands when they get a home run. This adds a nice real feel to the game for a short while, but you find yourself clicking past them after only half an hour. If I were to criticise this heavily (and I'm just about to), I'd say that it's biased towards the computer in the single player game. You see, he always pitches well and he always has his blokes right where he needs them. You just can't win. Other than that, this is a competent game that will add to any baseball fan's collection.

MARCUS HAWKINS ■



The batter took his chance while nobody was looking. Terrible man.

In this part of the game you have to spot manhole covers in the crowd. Look there's one. There, near the stairs.



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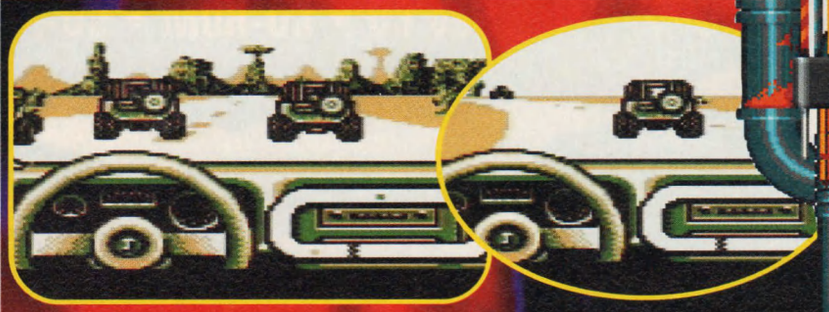


Look at all those jeeps, it's like the yuppie version of Thelma and Louise.

Look, I took my hands off the wheel! Wahey! Oops.

FOR - GAME BOY
FROM - GAMETEK
TEL - 0753 553445
AVAILABLE - SEPT
PRICE - £24.99
END ■

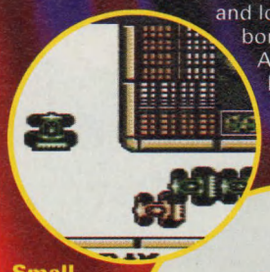
RACE DAYS

Hullo missus. What can I do you for? Ha ha. No seriously, what I have here is not one game, not three games, but yes lady in the fringed hat, two games on ONE cart, and if that's not value for money I'll eat my er, lunch.

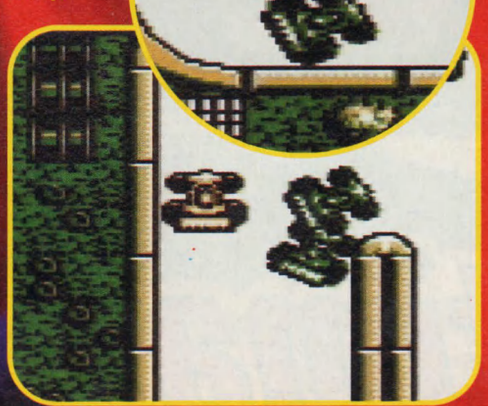
Yes, very poor I know, but these innovative intros are hard to come by. But still, I wasn't lying, this does have two games on one cart and it's the first Game Boy game to do so. The games are *Dirty Racing* and *4 Wheel Racing*, and I'll deal with them in that order.

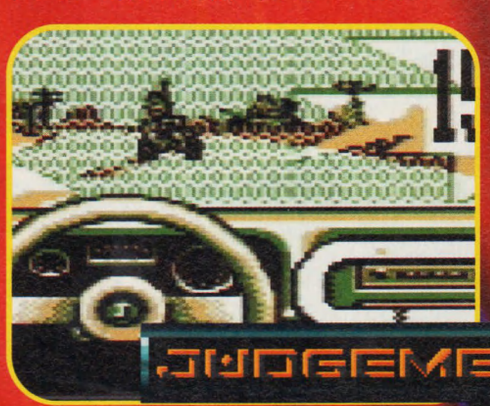
Dirty Racing is an overhead-view game in the style of *Micro Machines*. You race around tracks and have to knock the three other cars into barriers and pools of oil. There are three levels to race on and loads of tracks to bomb around. Although it is quite basic, once you get the hang of cornering you can whizz around the track like a very fast thing... indeed. The tracks are only small and are ideally suited to your hand-held.

The next game on the cart, *4 Wheel Racing*, is a through-the-windshield racing game. Set in the rugged outdoors, you are competing in a tournament and have to accrue more points than the, er, enemy in each race in order to win the whole thing. This is a more atmospheric and playable game than *Dirty Racing* and offers the chance to BE there – with tight cornering and overtaking being the order of the day. There is also some pretty startling scenery for the Game Boy that lends itself well to the dusty off-road feel of the game. Both sound rather tinny, but they come from different ends of the racing spectrum and so give you quite a complete cart, because they don't go standing on each others toes, or should that be tyres, heh heh... Oh, why do I even bother? Neither games are startlingly good games, and if they didn't appear on one cart I think they'd fare quite badly. But with the concession of having two games for the price of one, there is reason to give them some attention as they both offer a different and entertaining challenge. **SIMON KIRRANE** ■



Small cars are confusing aren't they?





RACE DAYS

© 1994 Gremlin Graphics
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GRAPHICS

Just passable, although *Dirty Racing* is very smooth and *4WR* does have great backdrops.

SOUNDS

Both games are really quite tinny. Unfortunately.

PLAYABILITY

Easy-going games that get your gander up – but it takes a while.

LASTABILITY

Both games are more difficult than you'd first imagine. So they last quite a while.

OVERALL

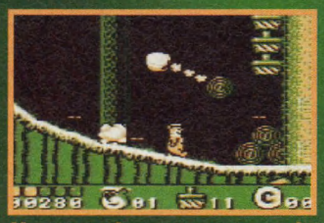
Two games on one cart is a great idea and it works well here. If these were two top-scoring addictive games, this would be great. These are good, but they're not block-busters. SIMON ■

RACE DAYS IS AN ANAGRAM OF MANY WEIRD AND WONDERFUL WORDS LIKE SADE Y CAR. HEH HEH.

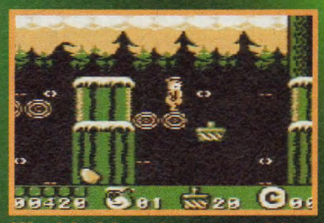
YOGI BEAR

FOR - GAME BOY
FROM - EMPIRE
TEL - 081 343 7337
AVAILABLE - SEPT
PRICE - £TBA
END ■

With a little hop the cute bear avoids all troubles.



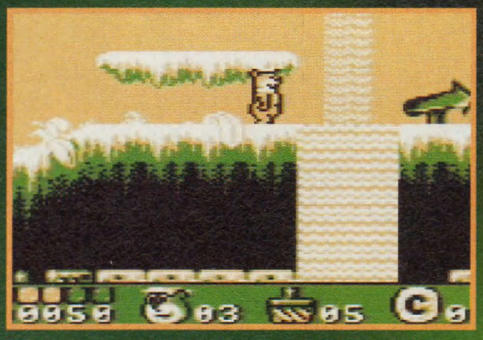
He never has any personal problems, he just hops.



Worldwide crises pass him by as he hops along.

The idea of Yogi Bear as a loveable bear with a great appetite is fast losing credit with me. He's a slob. He's a fat bear with no sense of decorum and no interest in anything but his next snack attack. In this game you have to feed his greed by guiding him over hazardous platforms and avoiding some nasty things along the way. None of which is startlingly original, but believe it or not it's still an immensely playable game. The platforms are all quite large and very difficult to negotiate and it's quite a triumph when you get through one with a minimum of fuss, though that will mean that you have undoubtedly missed out a lot of the hidden items on that level.

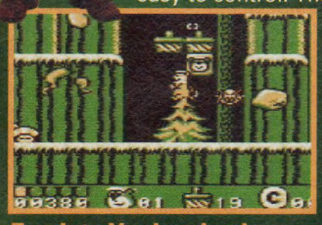
The main sprite is easily recognisable as the oafish bear and despite being a bit floaty he is easy to control. There is a lot of block-bashing and ducking and weaving to be done, which is nothing new, but the Nintendo platform games have certainly proved that this is the best way to structure such games on the good old Game Boy.



We can learn from Yogi and follow his ways. Whenever you feel sad, hop a bit.

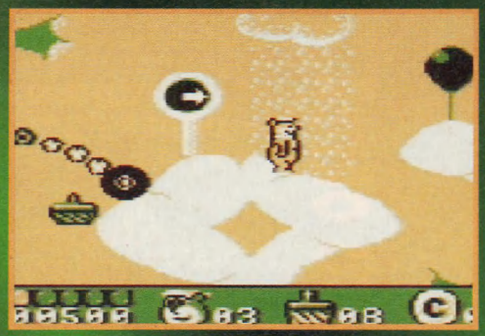
The levels all appear fairly linear but there are quite a few different paths you can take to reach the end, whether it involves jumping between clouds, crossing land and avoiding rivers or swiftly nipping through tunnels. There is even a level where Yogi is comically inflated and you have to take him on a vertical journey up the screen, while at the same time preventing him from being popped by anything sharp.

SIMON KIRRANE ■



Emulate Yogi and gain wisdom through his ways.

In many ways Yogi is more than a bear. Follow the Yogic path and gain all.



We all have a lot to learn from this tiny bear with a great big heart. Come rain or shine, think Yogi.

GRAPHICS

Believable and smooth with nothing too complex to addle your hand-held's brain. Or your eyes.

SOUNDS

Strangely, quite good. There are no 'boo boo' samples either – which is a godsend.

PLAYABILITY

Despite a lack of originality this is great fun. Some genres will always be winners when done well.

LASTABILITY

The size and difficulty of the levels mean that you'll have to keep coming back.

OVERALL

Easy-going fun. It won't drop your jaw and it won't have you jumping for joy but nonetheless this is a good, solidly playable game that performs the job in hand like an old pro.

SIMON ■

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***Burning Soldier*? Burnt out programmer maybe.**

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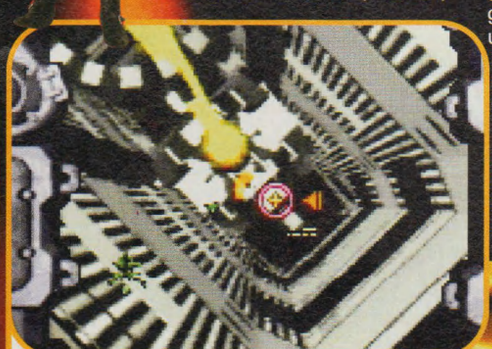
BURNING SOLDIER

Oh dear. Snappy title, disappointing game. There isn't a single flammable soldier to be seen in it. Now a game where you run around setting fire to defenceless squaddies would have been great. But in the tradition of unoriginal ideas, the programmers went for a space shoot-em-up.

It's probably no surprise to hear that they have padded out a crappy sights-on-screen shoot-em-up with flash intros and between-level bits. It's probably more of a surprise to hear that these scenes are crap. Compared to *Shockwave* they look positively prehistoric. Not atmospheric at all. Graphically this game lacks in everything bar the backgrounds, which are quite impressive. But you don't tend to spend too much time looking at backgrounds, do you? The gameplay is so shallow it's unbelievable. This machine is extremely powerful but they insist on putting out this type of game that plays so badly.

Alright, so this was slightly impressive, but that's the only bit that is.

This looks average, sounds pump and plays awfully. I'm just glad this hasn't been done by a company in this country. Letter bombs aren't as easy to spot as they used to be. I'm sorry, but it's just crap. **LES ELLIS** ■



Bleedin' holiday traffic. Oh, and that bit on the left looks like it was ripped off of *Silpheed* on the Mega CD.

GRAPHICS
Nice backgrounds, especially the city, but the rest is rubbish, including the video.

SOUNDS
Somebody shoot that wannabe rock star guitarist. Dire sound effects as well.

PLAYABILITY
Ha, move the sights and fire. That's tough to get to grips with. It's very off-putting.

LASTABILITY
One finger repeatedly hitting one button is not going to hold your interest for long.

OVERALL

Oh it's just plain crap isn't it? Such shallow gameplay. Why don't these people spend fewer hours trying to produce flash intros, and devote a little time to the guts of the game? I would rather engage Tim in a conversation on his days of being a rock star with Cactus Rain than play this for too long. LES ■

JUDGEMENT

47

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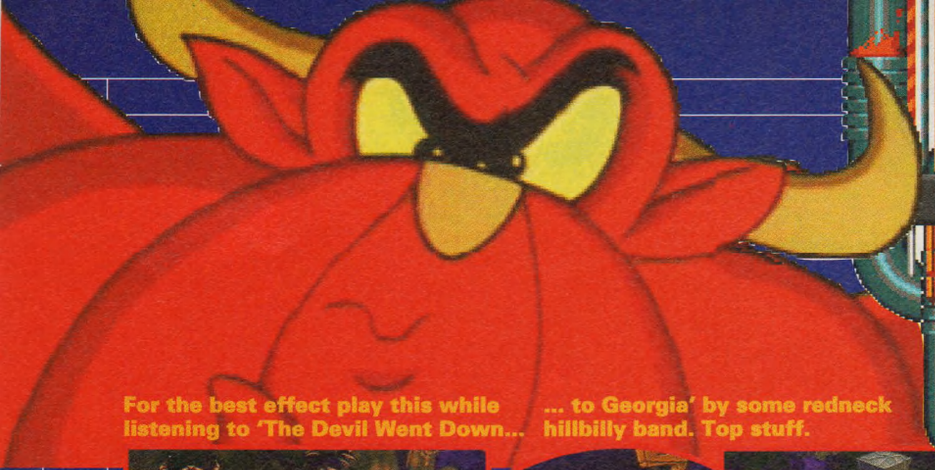

For the best effect play this while listening to 'The Devil Went Down... ... to Georgia' by some redneck hillbilly band. Top stuff.

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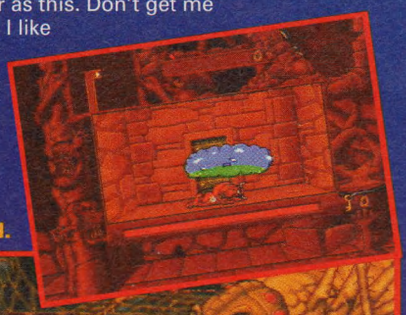
LITIL DIVIL

When you think of the devil, as in THE devil, you know, the big bad guy, Lucifer, hell dweller and all that, well when you think of him, what image comes to mind? Do you see some huge gargantuan demon from your worst nightmares, possessing people's souls and generally doing all the things that one really shouldn't do? Well that's what most people see, but obviously not Philips. Oh no, they have to come up with some cute little horned beast who's roaming around a maze searching for a pizza.

I think that him downstairs would be pretty miffed if he saw what they were doing to his image. I think he would be even more miffed if he knew he was being associated with a game as poor as this. Don't get me wrong, I like the occasional puzzle game. A bit of thinking does you good, but when the game is as slow as this it puts you off. You can expect the usual pauses while the disk accesses, but the speed during some of the puzzles is plodding, to put it lightly. The graphics are pretty special though. It looks like a real cartoon. The same goes for the sound as well, loads of cute effects that make you feel for the main character. The puzzles are a bit weird and what you have to do is not immediately obvious. You also have to navigate through these really long corridors that are a puzzle in themselves. In fact, the corridors will be enough to put you off. Hours can be spent aimlessly walking around getting hit by the odd obstacle and desperately trying to figure out where the hell you are, occasionally being interrupted by a boring puzzle. *Litil Divil* is a big disappointment, especially as it's been in development for so long. Great idea, lousy execution.

LES ELLIS ■



The devil cute? How very, very silly indeed.

The first puzzle you'll find. Stamp on the small bugs and get the bug spray to get the big one.

Litil Divil

GRAPHICS
A bit bleedin' spesh but so they should be if they're using true digital video.

SOUNDS
Cute effects and charming cartoon music, guaranteed to make you chuckle a few times..

PLAYABILITY
Easy enough to get into and control, although you're never quite sure what to do on the puzzles.

LASTABILITY
Those endless corridors are enough to put anyone off. Very boring after a very short while.

OVERALL

A long, uneventful walk spoiled by the occasional puzzle room. Although it looks fabbo, *Litil Divil* totally sucks in the gameplay department. A deeply tedious game that really needed to be much better implemented.

LES ■

59

JUDGEMENT

OTHER NAMES FOR THE DEVIL... SATAN, BEELZEBUB, AULD NICK, LES, APOLLYON AND ER, COUGH MEDICINE.

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Tempest 2000, Alien Vs Predator, Mega Man X, **all the news on the *Mortal Kombat* arcade machine and those special moves too.**

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Super Street Fighter 2, Mortal Kombat 2, Shaq Fu **and the jazziest collectors' *Street Fighter* postcards since the last lot we gave you.**

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Mortal Kombat 2, Stunt Race FX, Wolfenstein **on the Jag and a free Manga poster. Plus, this is a corking issue all round. If you haven't got it – get it!**

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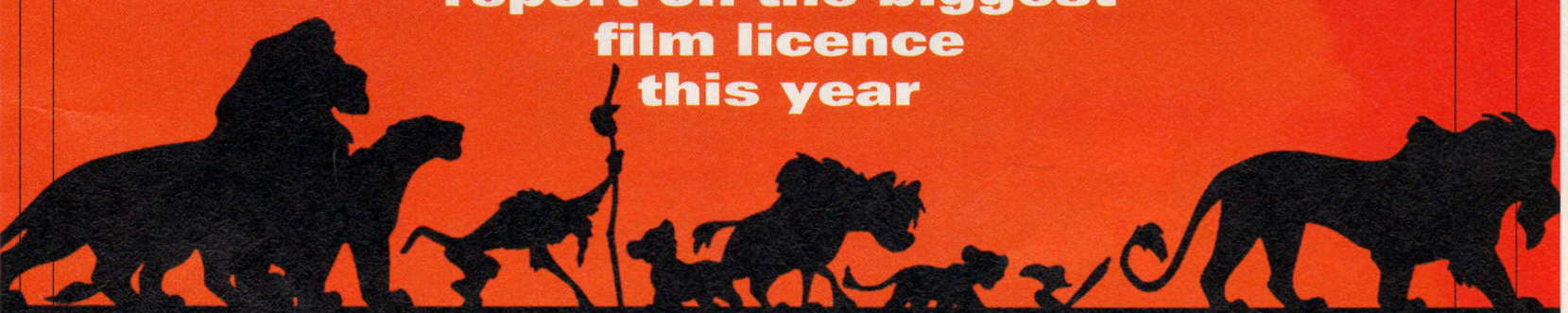

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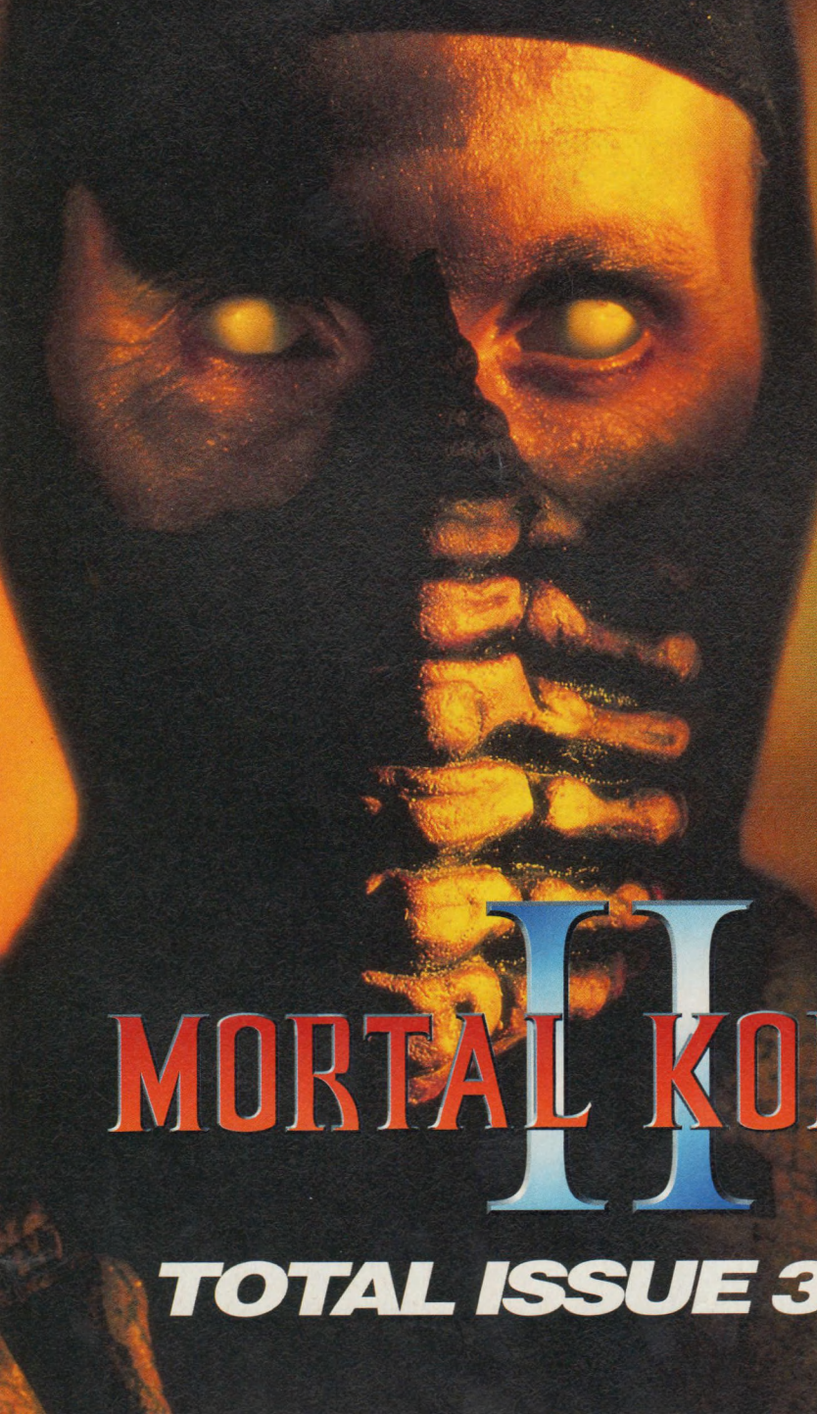

Well, if you have any sense, you'll be taking a good hard look at the latest issue of TOTAL. We've got...

- ***Full reviews of Mortal Kombat II on the Super NES and Game Boy!***
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- ***Er, and loads more besides. You'd be a bit of a jerk to miss it really!***

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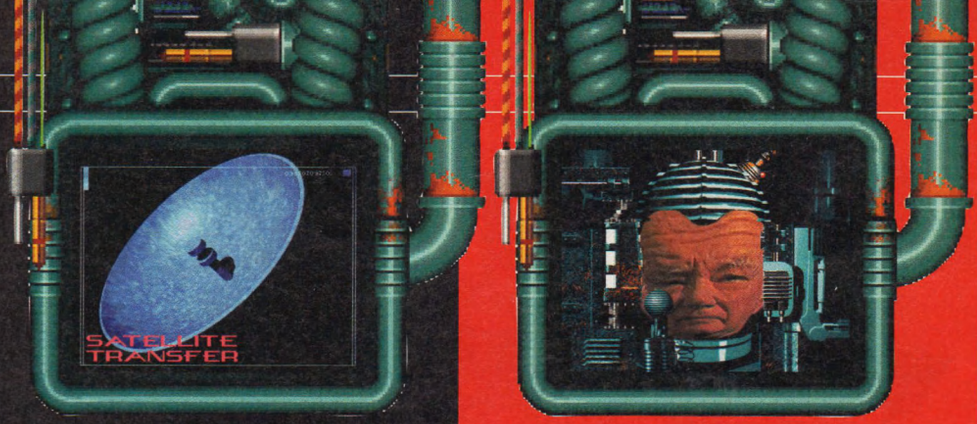

THRILLAGE

Reading about games is great and everything, but what you really want to do is play them. We know, because we're like that too. Unfortunately, playing games can be a lot harder. You may need some advice, tips, cheats and the like. And we can help.

Reckon you can have our top tipsters in a tipping fight? Well, don't just mumble discontentedly to your mates, write in and prove it. Send your games-busting advice to:

Tips Zone - GamesMaster,
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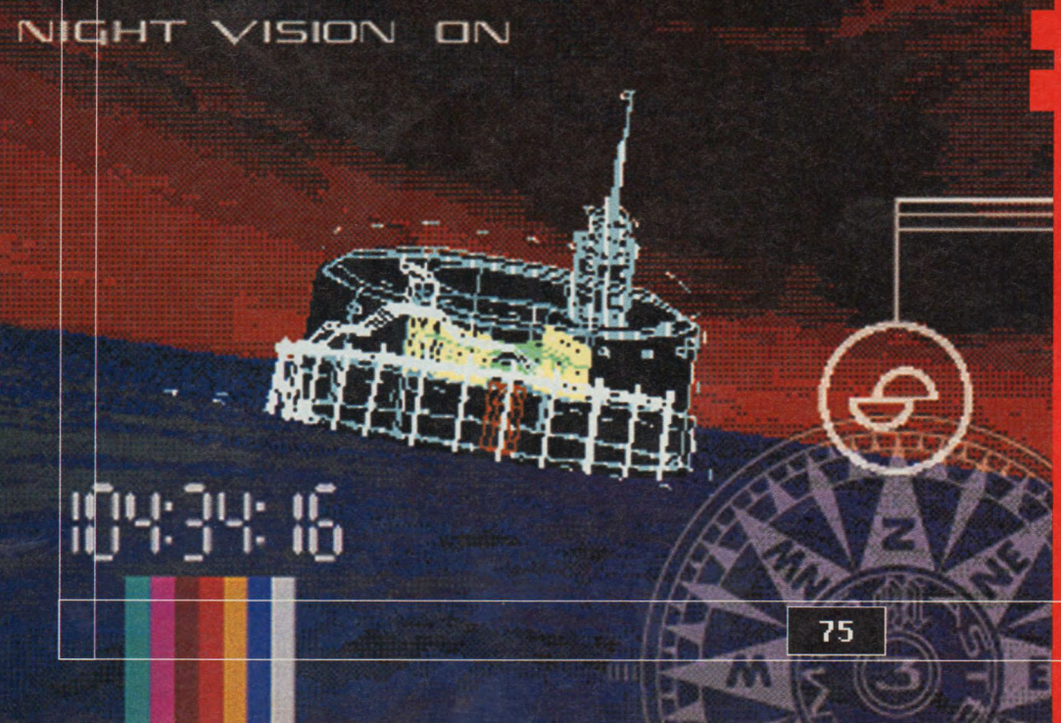
If they're any good, you'll win something. If they're crap, we'll pin them on the notice board and point them out to important visitors to laugh at and deride.

We have a little room behind the toilets where we keep a group of fez-wearing monkeys, who, given a steady supply of fruit purée and papyrus, produce the entire tips section of our magazine. After two weeks they produced "Is this a blagger I see before me..?" Keep working at it, eh lads?



SUPER STREET FIGHTER 2
ALL FORMATS.....76

A whole host of new combos and techniques for the latest and greatest version of one of the best games ever. 'Be' really good at it, but only here.

THE INCREDIBLE HULK
MEGA DRIVE.....80

It's big, green, and it's angry. And that's just the contents of Simon's nose. As for Hulk, he's even bigger and greener and angrier, so read on...

K240
AMIGA.....84

Let's face it, *K240* is a rubbish name, but the game's fab and a bit tough too. Les knows the score though, as always.

STUNT RACE FX
SNES.....86

"Oh joy," said one of our monkeys when asked to tip *Stunt Race FX*. "It's a fabulous synthesis of design and speed."

ACTION REPLAY.....90
They're actually quite intelligent, our monkeys. Not only can they consistently produce great tips, but they know a load of Action Replay codes and stuff.

CONSOLETATION ZONE.....92
Perhaps the greatest pun in the history of games magazines, the Consoletation Zone continues to soldier ever onward.

SUPER STREET FIGHTER II

Before we continue, we would like to make a very valid point. There are people who are not familiar with the rapidly expanding world of the *Street Fighters* and would like to see a guide to ALL of the characters, rather than a mere list of combos you can 'do' with Fei Long. So, to satisfy everyone's needs, we present part one of our *Super* guide in all its glory.

RYU

After another strict diet and training regime, Ryu returns with a new ability that is so powerful it'll blow your socks off! Not content with just a blue fireball, he has now perfected a red one, which can stun opponents with one hit!

Being a big fan of French culture, Ryu is aiming to finish off his fireball collection with a move which will be known as the Dread Fireball. This fireball will be coloured white, so that all of his fireballs make up the colours of the French flag.

Apparently, the Dread Fireball will not only knock half of an opponent's energy off, but being French it willl also be able to floor security guards, before being arrested and locked in a seedy hotel room for the tournament.

Normal Fireball:
D, DF, F, followed by any punch button.

Stun Fireball:
B, DB, D, DF, F, once again followed by any punch button.

Hurricane Kick:
D, DB, B and any kick button.

Dragon Punch:
F, D, DF and a punch button.

NOTES

The Stun Fireball is exactly the same to execute as Dhalsim's Yoga Flame of old, so veterans of the game should have no problem with this one. It's sure to take your opponent out, should he not block it. Try alternating between the Stun Fireball and the normal fireball to confuse and harass your opponent

The Hurricane Kick can be used in the air, but is now mainly used as a diving attack on your opponent as you jump towards them. If timed properly, this move can give you a serious combo bonus.

Ryu's Dragon Punch is now a secondary weapon for him, as the one-hit Hurricane Kick and Stun Fireball make him a much deadlier, defensive ground-based opponent. Try to annoy your opponent into attacking you, and learn to counter every move they throw your way.

KEN

After last year's tournament, Ken went on a quest to find the legendary Fountain of Youth. Apparently he must have discovered it, because he is the only character who is visibly younger in this edition of *SF2*. However, in a recent and somewhat shocking news story, his wife Elizabeth confessed to 'Hello' magazine that he secretly used Oil of Ulay.

Fireball:
D, DF, F and a punch button.

Hurricane Kick:
D, DB, B and any kick button.

Dragon Punch:
F, D, DF and a punch button.

NOTES

As opposed to Ryu's defensive posture in the tournament, Ken has adopted a very aggresive style to try and emerge the victor this year. His famed Dragon Punch can now set his foes alight if he hits them at full strength.

Concentrating on vastly improving just one move however, has caused his other moves to remain virtually unchanged from when he first entered the tournament. So make sure you practise the Dragon Punch and use it as often as possible, as four-hit combos come frequently, once mastered.

E.HONDA

After last year's tournament, Eddie went to his local sushi bar and bloated himself to whale-like proportions on a diet of shrimp and blow-fish. After a water-skiing holiday was cancelled due to the QE II refusing to tow him, he decided to re-enter the tournament and hit anybody who called him 'fat boy'.

Most opponents take exception to fighting the round mound of sound, due mainly to the fact that he has an extra special secret weapon. Eddie refuses to use any deodarant when fighting as he prefers to be totally natural. Due to the tournament preventing the use of clothes pegs, his opponents never want to get near him.

The infamous Thousand Hand Slap:
Simply tap the punch buttons repeatedly

Sumo Head Butt:
Charge back for two seconds then press forward and punch.

Super Sumo Splash:
Charge down for two seconds then press up and kick.

NOTES

Nothing much has changed for Johnny Five-Bellies. Once again he can move backwards and forwards with the Thousand Hand Slap, which can cause your opponents serious grief.

An easy combo to begin with is to charge down and deliver the Sumo Splash. As you drop out of the sky, keep tapping a punch button to activate the Thousand Slaps.

If your opponent insists on jumping at you with flying punches or kicks, try this counterattack. As they jump towards you, stand up and 'take' a hit. After the impact, hold towards on the D-pad and press fierce punch or kick. You should now give them either a severe bear hug or a knee in the mid-section. This takes a lot of timing though, so be patient, and practise.

BLANKA

Blanka spent the year off, wired up to the Brazilian national grid, where he supplied over a thousand homes with basic lighting amenities, as well as supplying the power to the floodlights for all of the Brazilian national team's home matches in the world cup qualifiers, for which they were eternally grateful.

In the meantime, the green machine (he likes to be called that) has been perfecting a new move that not only allows him to sneakily jump at his opponents with a flying head butt, but also alows him to get to the bar more quickly in a crowded pub. Gear!

Electricity:
Tap any of the punch buttons repeatedly.

Roll Attack:
Charge back for two seconds, then forwards and punch.

Vertical Roll:
Charge down for two seconds, then up and kick.

Beast Leap:
Charge back for two seconds, then forwards and kick.

NOTES

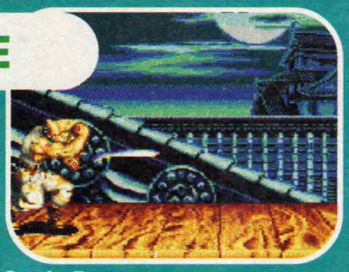
Blanka remains a dangerous opponent, made even more deadly by the inclusion of a new move which can hop over fireballs. Use the Beast Leap carefully though, as you leave yourself vulnerable to counter-attack if your opponent manages to block.

A simple and efficient combo for Blanka is to jump at your opponent with a strong punch. As you drop, start tapping the light punch button to follow up with a sizzling electric attack.

Blanka can be a sneaky opponent, especially when you play against the computer-controlled beast. To become as sneaky yourself, try this. From a distance, do a Roll Attack with light punch. This should freak your opponent out enough to follow up with a bite attack or a flying kick.

GUILE

Guile never really recovered from the loss of his mate Charlie. The fact is that he owed Guile five pounds from a private bet ,so he decided to go to Thailand to get the money off M. Bison. Possibly.



Sonic Boom:
Charge away for two seconds, then forwards and any punch.

Flash Kick:
Charge down for two seconds, then up and any kick.

NOTES

Unbelievably, Guile has not changed one bit since he first appeared in the original *Street Fighter* game. But don't think that makes him an easy target.

With your opponent at the other end of the screen, launch a slow Sonic Boom, follow it and then jump up and towards your opponent, ready to tap fierce punch.

AN IMMEASURABLE AMOUNT OF THANKS GOES TO TELEMAIL FOR THE LOAN OF THE CART. THEY CAN BE CONTACTED ON 0533 880445.

CHUN LI

After her impressive showing in the tournament, Chun Li picked up a sponsorship deal with Reebok who also provided her with a step machine and free trainers for life. This bold financial move has enabled her to shape her thighs to much more feminine proportions, much to the delight of all her male fans.

The entry of Cammy in the tournament however, has forced Chun Li to adopt drastic measures just to keep her male admirers eyes from wandering.To do this, Chun Li has taken a leaf out of Jennifer Capriatti's book, in wearing very alluring skimpy gear to try to impress the lads. Unfortunately, due to all the psychological effects of this, she now insists on the 'rounds' being called 'sets'.

Lightning Kick:
As before, simply tap any kick button repeatedly.

Whirlwind Kick:
Charge down for two seconds, then up and any kick.

High Whirlwind:
Instead of pressing up, press up and towards and kick.

Kioken:
Charge back for two seconds, then forwards and punch.

NOTES

Chun Li became the weakest character of *Street Fighter 2 Turbo* due to the limitations of her moves. *Super Street Fighter 2* however, has balanced her quite considerably, by making the fireball much easier to access.

Here's a combo that you can start practising with. Jump towards your opponents with a fierce punch. As you fly through the air, charge back on your joypad. While charged up, tap fierce punch once to deliver another punch, then flip the D-pad towards your opponent and tap punch again for a very satisfying fireball.

If you want to be really annoying, block your opponent into a corner and jump on their head with a heel kick. As you jump away, tap light kick to cover yourself as you fly backwards. Now repeat this to wind up your friends no end.

DHALSIM

Quite surprisingly, Dhalsim went on from the tournament to become an actor. He was a smash hit in the ITV sitcom 'Them Next Door', but he quit the job on moral grounds after a very short time. He became a moody character after this, and was never one to ask for a light in a pub. He's getting on a bit, but Dhalsim is still a tricky old codger to start a fight with. Perhaps due to him frequently setting his terrier, Chopsy onto unsuspecting opponents.

Yoga Fire:
D, DF, F, followed by any punch button.

Yoga Flame:
B, DB, D, DF, F and any of the punch buttons.

Teleport:
F, D, DF and all three punch or kick buttons.

NOTES

Dhalsim's most underrated and least-used move is the Teleport. With this in mind, it's a good idea to practise with Dhalsim to specialise with his Teleport manoeuvre. This is enough in some cases to befuddle your mates, as they won't be able to cope with this new tactic.

Try this combo out. Jump up and hit strong kick to activate the Yoga Spear. Once you land, tap fierce punch to give your opponent a double head butt. Finish the manoeuvre by doing a Yoga Fire or Flame.

Use the slow fireball on your foes, and time it so that if they jump over it towards you, you can use a sliding kick to trip them.

VEGA

The man with the stick improves every day in leaps and bounds. After the tournament last year, Vega took a long holiday after breaking an eyelash during training. Six months of beauty therapy and counselling has made him an even more dangerous, yet bitchy opponent. Rumour has it that Vega is perfecting a new move which involves putting opponents in a head lock and giving them a shampoo and set until they submit.

Barcelona Dive:
Charge down for two seconds, then up and kick. While flying through the air, hit fierce punch.

Air Suplex:
Charge down for two seconds, then up and kick. As you overlap your opponent in the air, press towards and punch.

Rolling Crystal Flash:
Charge back for two seconds, then forwards and any punch.

ZANGIEF

Fed up with fighting bears in mother Russia, Zangief went on a world tour which eventually culminated in Wales, where, in a fierce European Rules wrestling match, he came second-best to a rock hard Brecon sheep that was just too good for him.

Utterly embarrassed by his loss, he fled the country and returned to the tournament a changed man. However, the stigma of that last fight in the valleys has followed him wherever he now goes. Taunts of "Where did you get those scars from Zangief? Flossie, I suppose!" and "Zangief may be beefy, but it's lambs that kick him in the teethy," plague Zangief, making him a very dangerous, yet sensitive character to now fight.

Spinning Piledriver:
Rotate the pad 360° and press punch while up close.

Siberian Suplex:
Rotate the pad 360° and press kick while up close.

Siberian Bear Crusher:
Just outside sweep range, rotate the pad through 360° again, and hit the kick button.

Spinning Clothesline:
Slow: press two punch buttons at the same time.
Fast: use two kick buttons.

NOTES

Depending solely on your dexterity, Zangief has become a very powerful and deadly opponent, who now has three of the nastiest throws in the game. However, they come at a price, as the moves are very tricky to pull off in the middle of a fight.

A great combo for Zangief which is one of my favourites, is to jump towards your opponent while pressing down and fierce punch, to do a body splash. Crouch down on landing and tap light punch twice followed by a low roundhouse kick.

This one is a real killer of a combo. Get in close and use the fast lariat. This stops leg sweeps from working, so take your time and execute the move for a Spinning Piledriver, and you should 'do' the move straight after you come out of the lariat.

BALROG

"Yeah, I am the greatest!" yelled Balrog. "I've beaten everybody who came up against me and I've won the title. I'd better get some reethpect from you people now, 'cos I've got no reethpect for anybody." "Wake up dear," said Mrs. Balrog. "You've slept late again, you lazy boy." Poor old Balrog the boxer, eh folks? Always the bridesmaid and never the bride.

Turn Punch:
Hold all three punch buttons for at least two seconds.

Dash Punch:
Back for two seconds, then forward, kicking or punching.

Shoulder Barge:
Charge down for two seconds, then up and punch.

NOTES

Jesting aside, Balrog is one tough geezer in the right player's hands. His reach is tremendous, with the Dash Punch able to hit opponents at the other side of the screen. In fact, the Turn Punch held for thirty seconds hits for maximum damage, which can halve an opponent's energy bar.

Here's a neat little combo which takes advantage of Balrog's new move. Jump towards and hit fierce punch. While coming down, keep holding down and tap light punch for a crouching jab. Now tap up and fierce punch to activate the Shoulder Barge.

Claw Dive:
Charge down for two seconds, then up and any punch button.

Backflip:
Tap all three kick buttons to dodge missile weapons.

NOTES

Already a powerful character, Vega has been improved again, and he must now be considered one of the most powerful characters to 'be'.

His topmost combo is this one. After activating a Rolling Crystal Flash, keep tapping fierce punch to get an extra hit which can usually knock your opponent senseless. Altogether now, Yeeah!,

NEXT MONTH

So you already know some of the moves for these old fuddy duddy characters? In the truest tradition of naff old cliffhangers we aren't going to give you the new guys until next month. Then we'll cover er, that Bruce Lee-type guy, the big Maximum whatshisface and the others.

We could have done them all here, but at least this gives us the excuse to carry on playing the gorgeous game for another few weeks.

So, er, tune in next month, same time, same place for the next thrilling installment of, these tips.

THE INCREDIBLE HULK

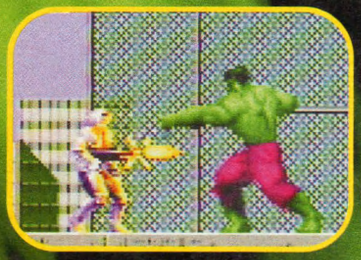
It's beat-em-up tips aplenty this month, and one piece of advice we'd like to issue at this point, is not to become a scientist and mess with gamma rays. That way you won't end up a lonely, pants-ripping fighting geezer. Why not try our *Hulk* players guide instead?

PUNCH-UP ADVICE CORNER

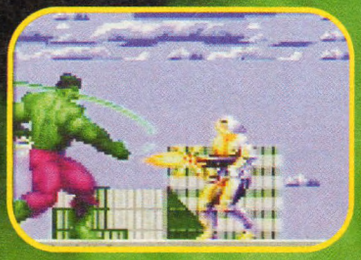
Seeing as how the long-awaited game featuring the emerald-skinned one is effectively a beat-em-up (no surprise there), we thought that it would be shockingly useful if we put together a handy little guide, featuring all of the mean green machine's fighting moves.

The majority of these involve good old-fashioned fisticuffs, but also bear in mind that portions of the background furniture are interactive, enabling our loveable walking wall to get rid of many enemies at once using such manageable and handy items as telephone booths, discarded cars and lollipop ladies. Actually, that last one was a bit of a fib, but you get the idea. Throwing such large objects means that you don't have to get too close to the enemies, and as a result Hulk's energy doesn't become so rapidly depleted.

Now, on with the guide...



1. Punch. Tap the fire button without moving the D-pad to inflict a bit of hurt, four hits usually being enough.

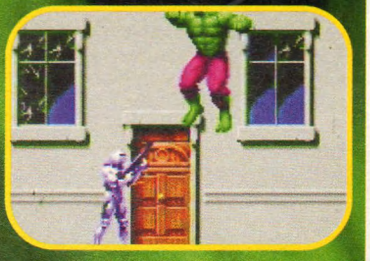


2. Overhead punch. This is useful on geezers who sit about waiting for you. Also useful on objects.

3. Uppercut. Great on a cornered opponent. Keep tapping down and punch to send them flying.

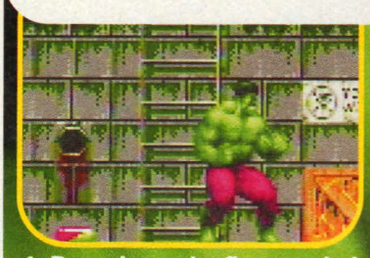
4. Headbutt. Walk into the enemy, and Hulk lifts them up. Press punch to give them a serious headache, as well as double damage.

5. Throw. If you're holding somebody by the neck, and there is a crowd around you, walk away from the person you want to hit and press B.

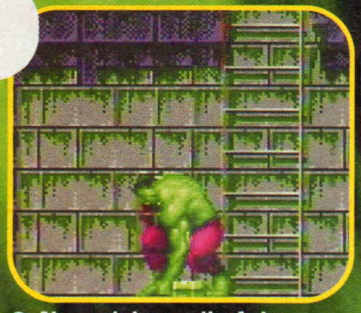


6. Evasion. Hulk can only jump about the place. Use this to your advantage, by leaping straight into opponents and following up with a throw.

LEVEL ONE

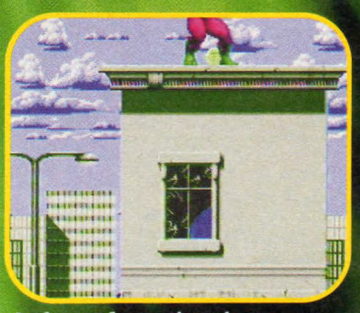


1. Drop down the first manhole that you come to, and use an overhead punch on the crate.



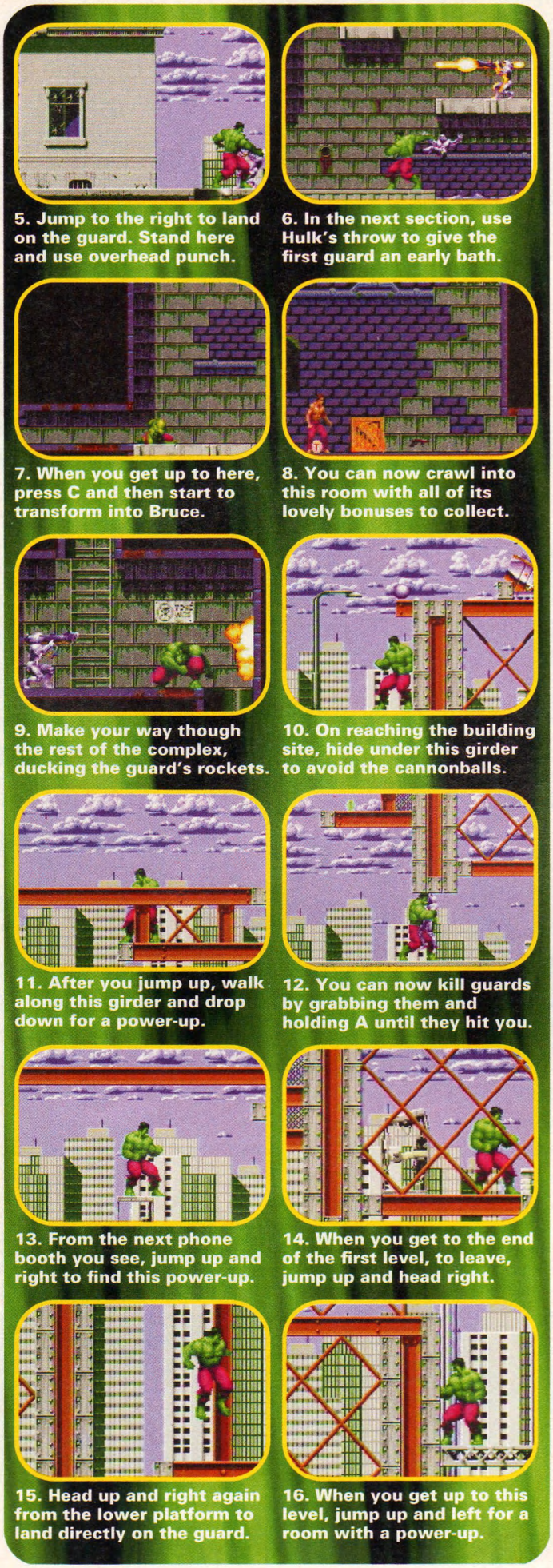
2. Now pick up all of the energy and quick change pills with the C button, and leave.

3. Emerging from the second manhole, jump on the phone booth, and hit the guards.



4. Jump from the phone booth up onto the roof of the building to get an energy tab.

FOLLOWING ON FROM PART 16 OF THIS GUIDE, HEAD RIGHT THROUGH THE REST OF THE LEVEL UNTIL YOU MEET RHINO...



5. Jump to the right to land on the guard. Stand here and use overhead punch.

6. In the next section, use Hulk's throw to give the first guard an early bath.

7. When you get up to here, press C and then start to transform into Bruce.

8. You can now crawl into this room with all of its lovely bonuses to collect.

9. Make your way though the rest of the complex, ducking the guard's rockets.

10. On reaching the building site, hide under this girder to avoid the cannonballs.

11. After you jump up, walk along this girder and drop down for a power-up.

12. You can now kill guards by grabbing them and holding A until they hit you.

13. From the next phone booth you see, jump up and right to find this power-up.

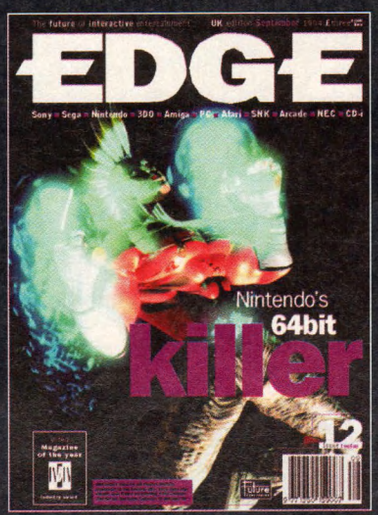
14. When you get to the end of the first level, to leave, jump up and head right.

15. Head up and right again from the lower platform to land directly on the guard.

16. When you get up to this level, jump up and left for a room with a power-up.

TO DEFEAT HIM, CROUCH DOWN AND WHEN HE RUNS AT YOU, CHIN HIM, AND JUMP OUT THE WAY OF HIS SECOND CHARGE. REPEAT THIS UNTIL HE GIVES UP.

This **magazine** has been **voted** **Magazine of the year** by people working in the games **industry**



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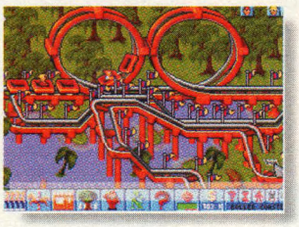

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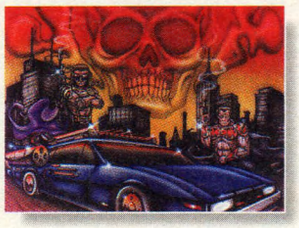

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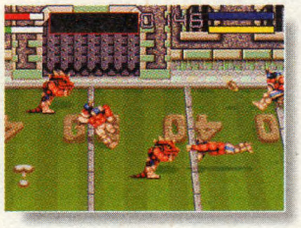

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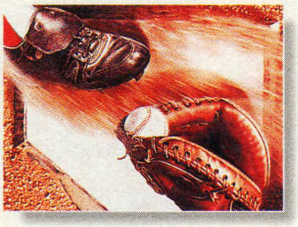

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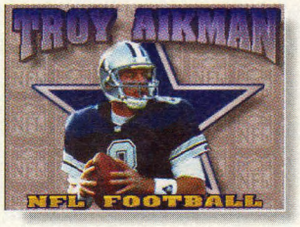

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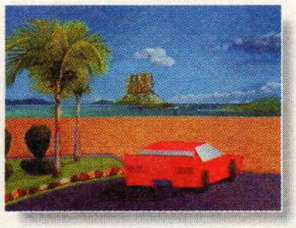

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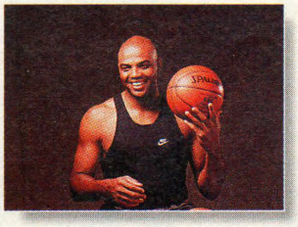

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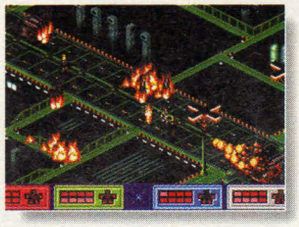

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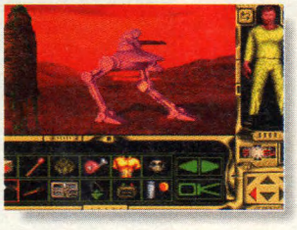

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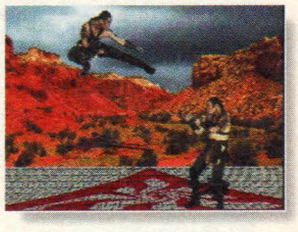

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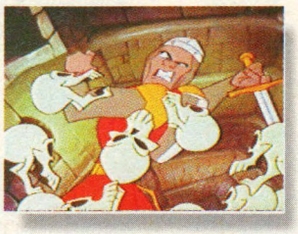

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Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

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KASUMI NINJA™
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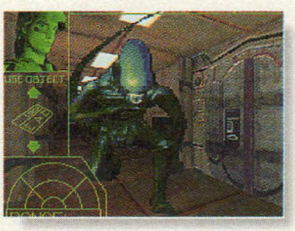

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K240

What good is discovering an alien race if you don't get the chance to nuke them or wipe them out in other unsavoury ways? Luckily though, that's the aim of Gremlin's wonderful *K240*. Oh, and you have to mine some asteroids as well.

DEEP SPACE MINE

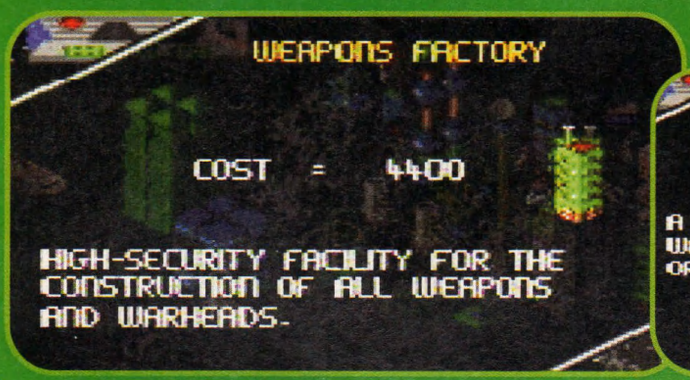
To survive and flourish, your colony needs to be completely stable. You're hardly going to be able to send miners to work if they can't breathe or eat, are you? Well, it seems to work in this office. The first thing you must do is build a single set of hydroponics, a hydration plant, a decontamination filter, life-support, ten solar generators, four mines, four deep-bore mines, one storage tower and a gravity nullifier. This will give you the basis of a strong colony.

ENGINEERING SECTION
HYDRATION PLANT
COST = 5000
EXTRACTS WATER FROM ICE TRAPPED DEEP IN THE ASTEROID. PROVISION FOR 500 EMPLOYEES.

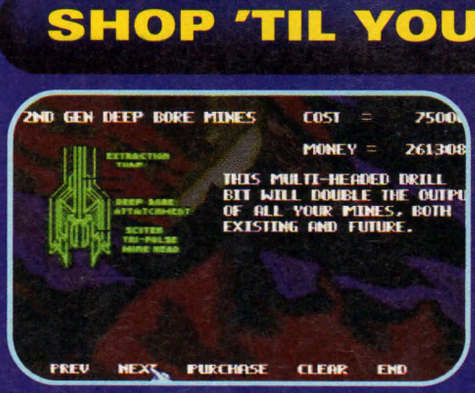
ENGINEERING SECTION
DECONTAMINATION FILTER
COST = 8000
SPECIAL ENERGY FIELDS LESSEN THE PENETRATION OF RADIATION IN COLONY BUILDINGS.

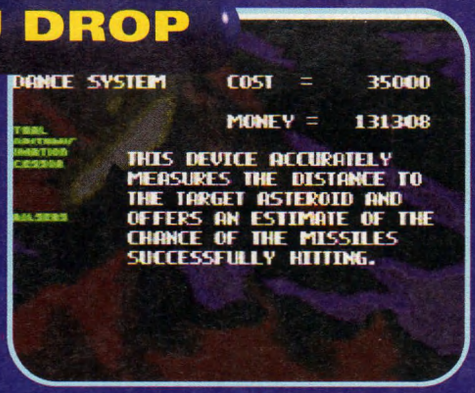
HOME HELP

Now you've done the basics it's time to make your asteroid a little bit more sinister and intimidating. Build up a construction yard, a command centre, two missile silos, a landing pad, a sensor array, a weapons factory and a satellite silo. You'll still have more than enough cash to make some awesome structures and weapons, but this is enough to start you off. Make sure you take heed of any warnings about the health of your people, 'cos if they start dying on you, you won't be able to get any mines working.



SHOP 'TIL YOU DROP


2ND GEN DEEP BORE MINES COST = 7500
MONEY = 261308
THIS MULTI-HEADED DRILL BIT WILL DOUBLE THE OUTPU OF ALL YOUR MINES, BOTH EXISTING AND FUTURE.
PREV NEXT PURCHASE CLEAR END


DANCE SYSTEM COST = 35000
MONEY = 131308
THIS DEVICE ACCURATELY MEASURES THE DISTANCE TO THE TARGET ASTEROID AND OFFERS AN ESTIMATE OF THE CHANCE OF THE MISSILES SUCCESSFULLY HITTING.

Contact Sci-Tek, get a shopping basket and your switch card handy because there are plenty of things you are going to need to get yourself armed and dangerous.

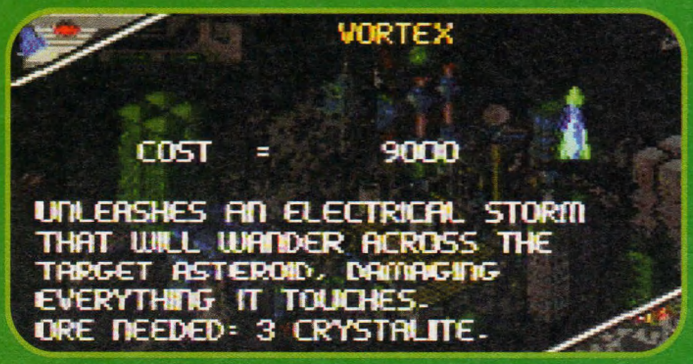
Buy second generation mines and second generation deep-bore mines (ah there's nothing like a bit of deep boring).

Seeing how it's best to play this in an agressive fashion, add a missile tracker as well. This will turn up by intergalactic White Arrow (i.e five days late and left out in the soaking rain when you're not there). But when you do get hold of it you'll feel a warm glow, some sort of radiation poisoning no doubt.

OTHER FAMOUS K'S... K2 (A DODGY MOUNTAIN MOVIE), K9 (A DODGY DOGGY MOVIE WITH JAMES BELUSHI).

ROCKET DOCKET

Allocate some dosh to vehicles and missiles. Now click on the construction yard and build three scout ships. It's tempting to arm them but don't bother. Why send the little ships out with missiles when later we'll be sending in the big boys to do it in style? Click on the missile silo and build ten vortex missiles.



NOSY NEIGHBOURS

Now that you've got some lovely little scouts, send them out to explore deep space. With a bit of luck they'll find something on the way and report it back to you. When you discover an asteroid, do a geological survey on it. If it's rich in minerals then colonise it (go back to the start of these tips and do it all again). If it isn't, don't waste your cash.

A SHIP COMING IN

Back home, those nice people from the Empire will have sent you some ships by now. (Wot no TIE-Fighters?) Group them together to form a huge fleet and send them to patrol your home base asteroid. In other words, get all the new ships to fly round in circles.

ALIEN FREE

Spare cash? Contact Sci-Tek for a nuclear missile, asteroid engines, constructor droids and missile guidance.

Divide your ships into two fleets. Arm one with air-to-ground weaponry and the other with ship-to-ship.

Build missiles on all of your asteroids. If you only have them on your home base then the enemy asteroid could well be out of range.

If you have asteroid engines, build them on a dead asteroid and aim it at the enemy. Once you have all your forces set up, let 'em have it. Top fun.

CHEATS

If you haven't got time to do everything the normal way then bang in some of these cheats on the main asteroid screen. Press return before and after each one.

SKYSCRAPER – Quick build on/off.
LEMINGS – Extra 50 people.
TELESCOPE – See asteroids.
ICBM – Missiles and spy cameras.
LOADSADOSH – Extra 10,000 money.
PANEL – Buttons up.
NASA – Ship creation.
ICEMAN – Freeze asteroid.
TRACEY – Speech on/off.
WIDGET – Speech test.
NOISES – SFX test.

GREMLIN GENERAL HINTS:

- Create a well-defended and secure asteroid at the start. Use that as a base for shipbuilding.
- Buy the teleporter and asteroid engines as soon as you can.
- Stock up on missiles quickly.
- Create a good fleet to defend your home base.
- Attack the enemy frequently.
- Use asteroid engines to send dead asteroids into the enemy.
- Check the condition of your home base as often as possible.
- Build your mines up quickly. Sell the ores and build up as much cash as you can, but remember to save some ore for building your ships and missiles.

Stunt Race FX

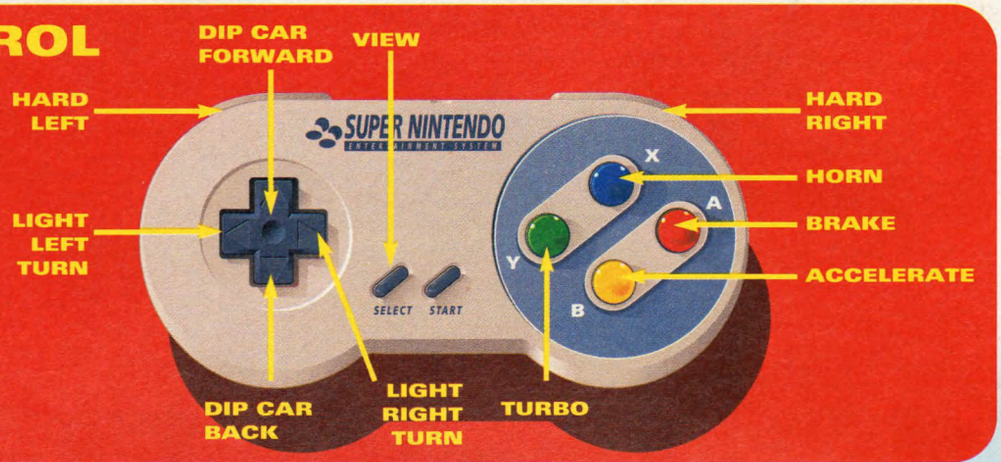
Nintendo's latest FX blockbuster is a true driving classic. But it's bulging with those typical Nintendo hidden elements. So with the sunroof open and an oily breeze fanning our hair, let's get straight into gear and navigate you through the game's courses and secret bits.

STAY IN CONTROL

If you take a quick look at our diagram to the right, and relate it to all of the directions expressed over the next few pages, you'll achieve a lot more from these tips.

For instance, if we say, 'take a hard right', then only use the hard right button. If we use the phrase, 'power turn', then use a combination of light turn left and the hard left button.

Also, if the brake is held down, you can reverse the car. Always useful this, for removing yourself from walls, hedges, fences...



BEST BUGGY

The coupé just edges out the 4WD as the best car for the speed trax. It has a very decent turn of speed, can take quite a few hits and is very manoeuvrable. So my advice is to use this car. Besides, it reminds me of my XR2.

NOVICE TRACKS

EASY RIDE 1 – This track gets you familiar with the game. First, try taking this corner with a power turn at full speed.

EASY RIDE 2 – When you see this corner approaching, just use the accelerator and light turn right to get around it easily.

AQUA TUNNEL 1 – This course introduces you to the perils of the bridges. Just use normal acceleration and stay at the centre.

AQUA TUNNEL 2 – When bombing through the tunnel, use turbo and light turns, but use a left power turn for this bend.

SUNSET VALLEY 1 – This has some outrageous tunnels, with 90 degree bends. Use a right power turn at full turbo here.

SUNSET VALLEY 2 – The rest of the course can be taken at full turbo. Use a right power turn to skim around this huge bend.

NIGHT OWL 1 – This course introduces a few new features and tactics. At this ramp, when you fly over, dip forward to avoid damaging the car.

NIGHT OWL 2 – As you go skimming past this Nintendo sign, take your finger off both accelerate and turbo, ready for the harsh bend that lies on the left.

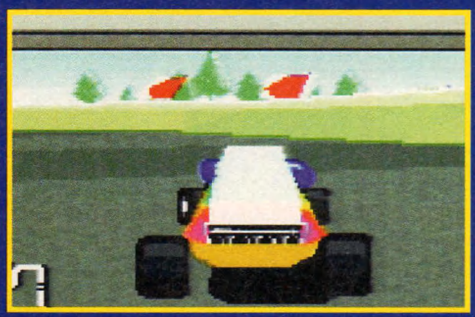
NIGHT OWL 3 – After the long straight, you fly down this hill. Again, dip forward, and at the bottom, hold a right power turn to flip through 180 degrees.

NIGHT OWL 4 – When you get to this area, you can go through it at full speed, by using a combination of turbo and power turns to the right and left.

DURING THE BONUS STAGES DON'T GO FOR THE EXTRA SECONDS, BUT THE EXTRA CAR. USE THE TRUCK'S TURBO ALL OF THE TIME...

EXPERT TRACKS

So you think you're a bit good 'cos you've finished the novice tracks? Well pah, most people can finish those with their hands tied behind their backs, their feet locked in stirrups and their eyes sealed beneath sticking plaster. Er, maybe not. Anyway, those tracks are way too easy, so let's take a look at the more difficult tracks. These would present more of a challenge if it wasn't for this guide. Aren't we helpful?

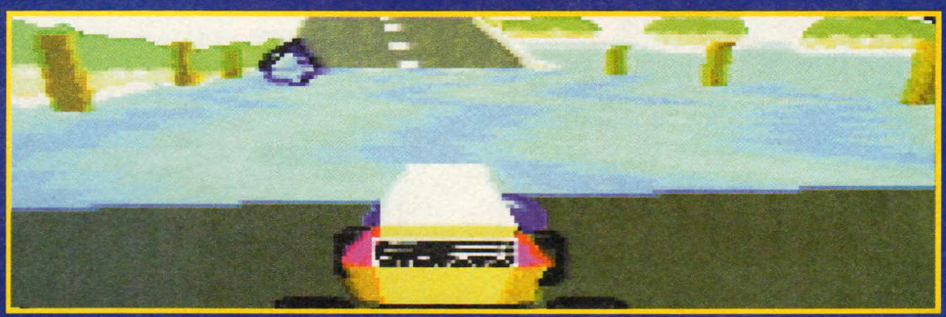


KINGS FOREST 1 – On this course, you can take a slight risk for the benefit of high speed, by taking these corners at full power and using the grass as extra road.

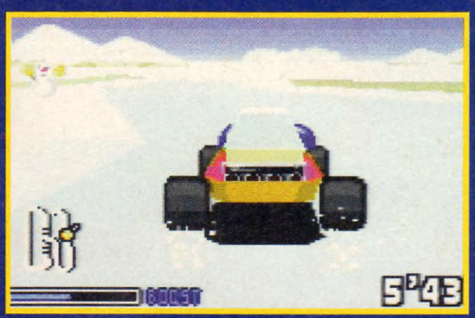
KINGS FOREST 2 – When you see the two high spires, which mark the beginning of the wooden bridge, don't adjust your steering, but merely press the turbo.

KINGS FOREST 3 – When you go through this valley, use the horn to avoid being hit by the other cars, because if you veer into the hills, you'll get knocked way off course.

SEA BREEZE 1 – This is another easy one to go through. Even the bridges are not as difficult to pass over. Use turbo and brief hard turns to get through here safely.



SEA BREEZE 2 – After you come flying down the large hill on this level, you'll shoot through this ford. Don't worry about reducing your speed (in fact, you should be going as fast as your little wheels can carry you), but stay on the left-hand side to pick up the turbo power-up.



WHITE LAND 1 – White Land is, how shall we put it? Er, white. It's also a nasty course and power turns are not recommended. Use light turns here to jink along this stretch.

WHITE LAND 2 – When you get to this large chicane, hard turns are not the way forward. Instead, position your car as shown and turbo straight through it.

WHITE LAND 3 – Right at the last part of the course, there's a very small chicane which is quite difficult to turn through. So drive straight over it and head for the finish!

NIGHT CITY 1 – This course holds a surprise, in the form of a *Starfox* sign which you can ram. If you do, an Arwing comes to your aid and drops a turbo. Top bloody notch!

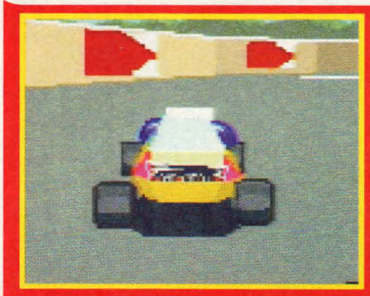
NIGHT CITY 2 – When you get to this stretch of road, use full turbo and power turns both left and right to go shooting through it all with relatively few crashes. Hopefully.

NIGHT CITY 3 – As you come down the hill, reduce the power and cut the turbo, cruising down and left to here, before hitting the turbo pedal, er sorry, button again.

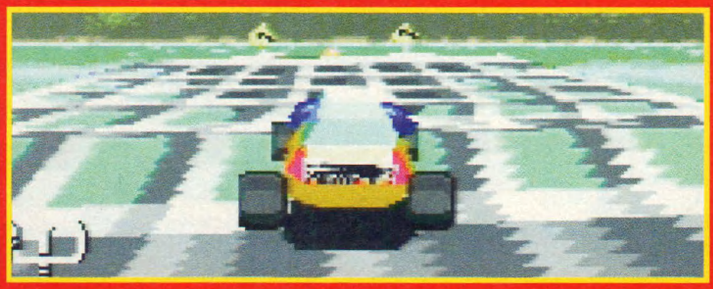
... AND BE AWARE OF WHERE THE NEXT HARD TURN IS. YOU CAN'T DESTROY OR TOPPLE THE TRUCK, SO JUST GO FOR IT!

MASTER CLASS

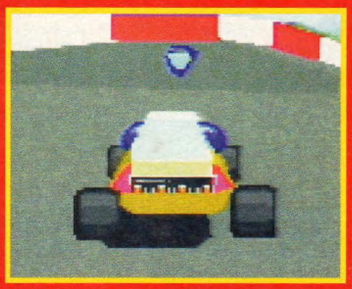
When you become champion of the expert stages, then these extremely testing tracks are open for your driving pleasure. Here's your chance to learn exactly how to beat them.



LAKE SIDE 1 – The first major obstacle is this large bend which turns all of the way around 180 degrees. Use the turbo to go around and go into a right power turn every few seconds.



LAKE SIDE 2 – This metal framework bridge hangs precariously at the top of the circuit. Although it can be easy to do, try not to stray too far to the left or right of the track on approach, or you will simply end up diving into the lake below. And the water is particularlry chilly around this time of the year.



LAKE SIDE 3 – When you approach this hairpin bend, pick up the crystal at full power, then hit the brakes and do a right power turn to get back on course.

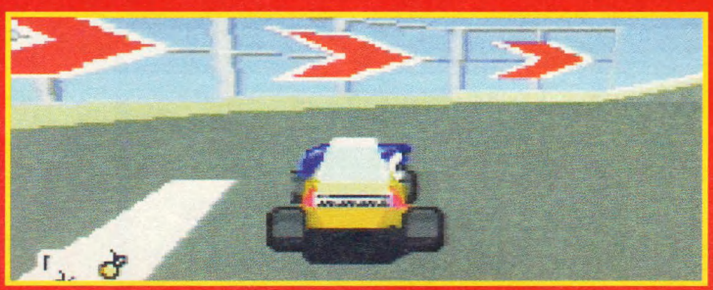
BIG RAVINE 1 – This is the hardest course in the game in my opinion. Right from the start, use the turbo and the horn to get across this dust bowl.

BIG RAVINE 2 – As you skim along the course you'll get to this harsh corner. Use normal acceleration and a left power turn to get around it easily.

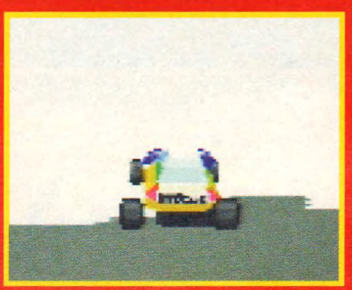
BIG RAVINE 3 – The hairpins on this course are frighteningly sharp. Cut the power here and do a right power turn. Straighten up after halfway or you'll oversteer.

BIG RAVINE 4 – Be careful on laps two and three, just after the second hairpin bend, as rocks fall from the cliff on the left and bounce into your path.

SKY RIDE 1 – Conversely, the Sky Ride is one of the easiest courses to get through. From the start, straighten up and turbo through this chicane.



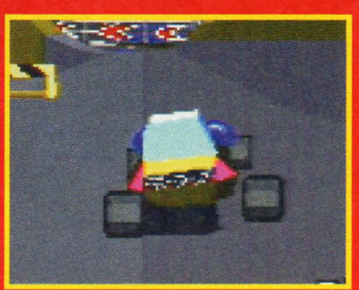
SKY RIDE 2 – The corners on this course must have been designed for the nippy coupe's handling. You can afford to go around them at full speed with turbo, as long as you also use full power turns at the right moment. That moment being preferably before you crash.



SKY RIDE 3 – Being so high, you sometimes burst through the clouds. Should you be trailing, use the horn when going through them to avoid crashes.

HARBOUR BRIDGE 1 – This course alternates between fast and slow stretches. Right from the start, use the turbo and you'll fly down the first bridge easily.

HARBOUR BRIDGE 2 – The ford here looks as if Moses has been around to lend a hand. Use the turbo and the horn to get through it as quickly as possible.



HARBOUR BRIDGE 3 – The second bridge is very mean, as part of it has fallen into the sea below. Stay far to the right to avoid suffering the same fate.

HARBOUR BRIDGE 4 – The last bridge comes straight after a tight bend, so brake and straighten the car up or you'll run the risk of flying over the top.

IF YOU MANAGE TO WIN THE MASTER CLASS, THEN THE JOYS OF 2WD ARE YOURS. LOVELY MOBILITY AND TOP SPEED, BUT IT'S A TAD WEAK IN BODY.

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SEGA POWER

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ACTION REPLAY CODES

Whatever happened to gamesplaying skills, eh? Remember when you worked hard to conquer a game? Now it seems everyone is happy to cheat. Not that we condone that sort of thing of course. We never cheat. Anyway, for those of you who love to tinker with your games rather than play through them, here are some frighteningly handy codes. Oh, and before anyone thinks of calling us, please note, you need an Action Replay cart to enter these codes. Doh!

SUPER NES

Great band, bad game. That's the *Dummies* for ya.

CRASH DUMMIES

7E03 B605	Invincibility.
7E03 B503	infinite lives.

FIRST SAMURAI

7E00 6E3F	Infinite lives.

INSPECTOR GADGET

7E15 9004	Infinite lives.
7E15 9222	Unlimited hats.
7E15 AE05	Full extender hands.

LETHAL ENFORCERS

7E1F BC0X	Replace X as follows for special weapons for player one.
7E1F BE0X	Same for player two.

X CHARACTER
2 Grenade Gun
4 Magnum
6 Shot Gun
8 Assault Rifle
A Automatic
C Sub Machine Gun

LOST VIKINGS

7E13 0B00	Infinite energy for Eric.
7E13 0F00	Same for Olaf.
7E13 0D00	Same for Baleog.

PINBALL DREAMS

7E00 BF04	Unlimited balls.

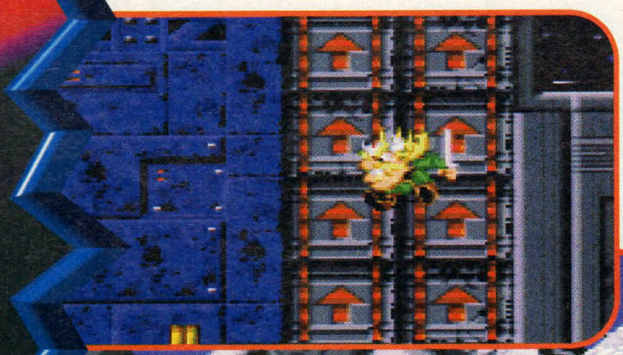
THE PIRATES OF DARK WATER

7E12 EA50	Unlimited time.
7E12 E206	Infinite lives for player one.
7E07 2158	Unlimited energy for player one.
7E07 6158	Same for two.
7E12 E406	Infinite lives for two.

Go go Gadget codes. Da da da da Inspector Gadget.

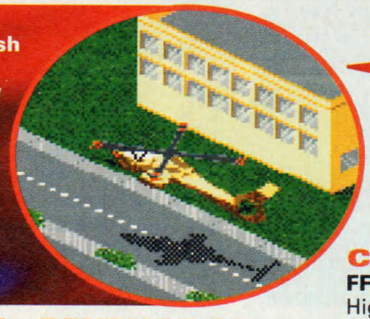
WORLD CUP STRIKER

82B7 0280	Allows you to play the PAL version on US and Jap machines.
809B 8300	Use with above code.
7E13 8E0X	Change X for number of goals for player one.



I remember this. It was great and everything, and even though we reviewed it yonks ago it's still great. Not as good as *Doom* of course, but it's not bad. Come to think of it, it's not as good as *Mortal Kombat 2* either, or *Super Street Fighter 2* for that matter.

MEGA DRIVE



Quick, finish *Jungle Strike* now before *Urban Strike* comes out and you forget all about it.

BATMAN - REVENGE OF THE JOKER

FF3FF 60008 Infinite lives.
FF978 60008 Infinite energy capsules.
FF5D0 1000X Level select, X = 0 to 11.

BOXING LEGENDS OF THE RING

FFAA7 90009 Human punchbag in exhibition fight.
FFCBB E0040 Unlimited time.

CAPTAIN AMERICA AND THE AVENGERS

FF9E8 10007 Unlimited continues player one.
FF9F5 70007 Unlimited continues player two.

COOL SPOT

FFF51 20000
Higher Jump.
FF777 000CD
To slow timer down.
FFF5E 00007
Only die when you fall off screen or run out of time.

An imaginative video-game star, a red spot.

JUNGLE STRIKE

FFBF4 7005A Infinite cannon for round one.
FFF89 50000 Infinite armour.
FF10B 3000X Level select, X = level.

LANDSTALKER

FF104 0000A Unlimited Eke-Eke.

OUTRUNNERS

FF81C C0040 Unlimited time (player one).

PGA TOUR GOLF

FFD0F 70000 Always get a hole in one.

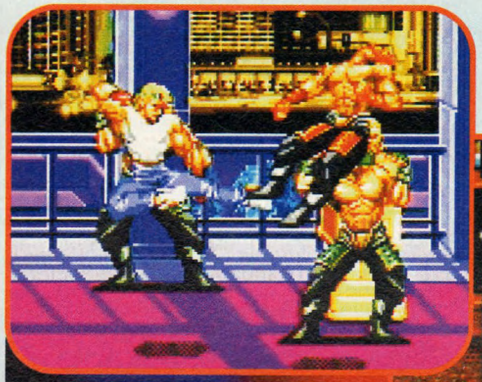
ROBOCOP VS TERMINATOR

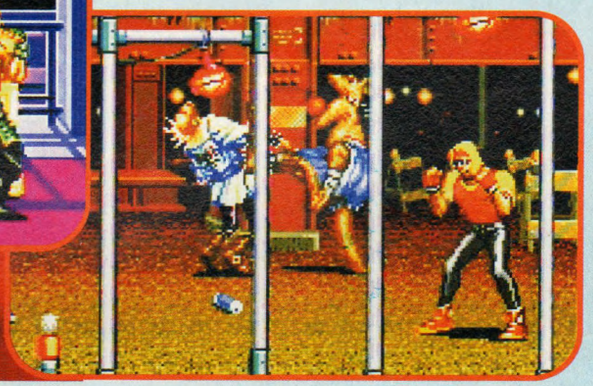
FF009 C0005 Infinite lives.
FFF08 C0040 Infinite health (turn off at end of each level).
FF003 C0104 Programmer's Error screen with groovy music.

STREETS OF RAGE 3

FFDF6 C0032 Unlimited energy (player one).
FFDF8 B0005 Infinite lives (player one).
FFE06 C0032 Unlimited energy (player two).
FFE08 B0005 Infinite lives (player two).

Damn, out of ammo. Maybe if I just shout 'Blam' loudly they'll fall over. Hey, what do you know? It works!





Is it me, or is that kangaroo doing some kind of bizarre Russian dancing type of thing?

GAME BOY

CHOPLIFTER 2

03XX 6AD0 XX is number of lives, leave switch on for infinite.
0A01 7DD0 Missiles.
0A01 7ED0 Use with above code for bombs.

RC RACING

010F B1DA Use with codes below to have your racer fitted with the Super Thunderforce drive. Will crash.
010F B2DA Use with above code.
010F B3DA Use with above code.
012F B1DA Use with below codes to cause your car to be fitted with bizarre retro skid propulsion drive.
012F B2DA See above.
012F B3DA See above.

SUPER SF2 - SNES

7E1D3F0A Turbo Speed.
7E059C01 Extra Turbo Speed (player one).
7E07DC01 Extra Turbo Speed (player two).
7E053602 Changes player's colour when hit (player one).
7E077602 Same for player two.
7E053430 Super high jump (player one).
7E077430 Same for player two.
7E06A701 Easy fireballs (player one).
7E08E701 Same for player two.
7E053190 Unlimited energy for player one.
7E077190 Same for player two.
7E05EA00 Special moves in mid air for player one.
7E082A00 Same for player two.
7E059B01 Player one is invisible.
7E07DB01 Same for player two.
7E05D300 Autofire for player one.
7E081300 Same for player two.
7E05D002 Player one only needs to win one round.
7E05E609 Player one has fast fire balls for Ryu.
7E082609 Same for player two.
7E052401 Quick recovery from fireballs for player one.
7E076401 Same for player two.
7E066E00 Player one never gets stunned.
7E08AE00 Same for player two.
7E053702 Player one has combined Dragon Punch and Hurricane Kick.
7E077702 Same for player two.
7E053706 Use fireball move for red fireball (player one).
7E077706 Same for player two.
7E053700 Ryu only fires normal Hadokens (player one).
7E077700 Same for player two.
7E08110X Fight the same opponent throughout the game. Replace X with 0-F (player one).
7E05D10X Same for player two.
7E052B01 Use with code below for slow special moves (player one).
7E052C01 Use with above code.
7E076B01 Use with code below for slow special moves (player two).
7E076C01 Use with above code.

Eyup, my cybersleep has been disturbed yet again by more people begging for help. I'd be rich if I charged for this service. Remember, if you're stuck, contact me at: The Consoletation Zone, GamesMaster Magazine, 30 Monmouth St, BATH, BA1 2BW.

CONSOLETATION ZONE

MEGA DRIVE

DEAR GAMESMASTER
Pete Sampras Tennis is a smashing game (*oh bravo, I've never heard that one before* – GM) and I'm pretty good at it. How about some passwords for those higher levels then, GM old boy?
Kate Francis, Nottingham

Old boy? Did you call me old boy? I don't think I should have to put up with this from young whippersnappers like you. Oh well, here goes. First off, a cheat. Select the world tour, choose any player, don't enter your name, select yes to enter a password and enter ZEPPELIN. Now you'll be back to the main screen with a couple of new options.

Now the passwords, try these: start, car, vegan, star, lcd, wall, sinkorswim, shelf, window and pool. To argue with the umpire press down-right on the joypad and start when you are about to serve. That should just about do it.

DEAR GAMESMASTER
My friend said you could be the *Mortal Kombat* characters in *NBA Jam*. If so what are the cheats, and can you do their moves and fatalities? Thanks for all your help.
Sean
Misselbrook, Portchester

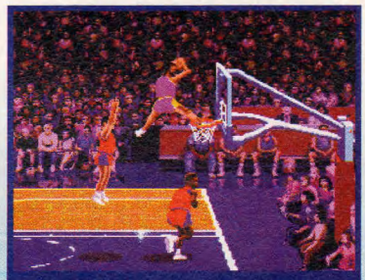
Ha ha ha ha ha ha ha ha ha ha ha, fatalities in *NBA Jam*, ha ha ha ha. Good one Sean.

DEAR GAMESMASTER
If you don't mind can you please tell me how to do the fatality in *Mortal Kombat*? Please tell me and I won't bother you again. Oh, and one more thing. Can you tell me the fatalities for all the characters?
Lee Johnson, Hayes

***Sigh*. Just when I thought we'd got over the *Mortal Kombat* enquiries here come even more. I suppose it'll get worse when *MK2* is finally released in September. Ah well, here goes.**

Scorpion – Hold block and press up three times.
Rayden – Towards, towards, back, back, back and punch.
Sonya – Towards, towards, back, back and block.
Johnny Cage – Get in close, hit forward three times and press punch.
Kano – Down, down diagonally towards, towards and punch.
Liu Kang – Hold block and rotate the pad 360 degrees towards your opponent.
Sub Zero – Towards, down, diagonally down towards and punch.

Right, that should just about satisfy all your fatality needs. But, *sigh*, if any of you need further help, you know where I am.



So this month for all those people who want to know...

...everything there is to know about us, here are our heroes.

These themed captions seem to go down well.

Marcus – Luc Besson (from out of BEing a top film director) and Nivek Ogre (from out of BEing in Skinny Puppy).

SUPER NES

Tim – John Lennon, Dan Marino and Leonard Bernstein. Clearly, Tim is an extremely troubled soul.

DEAR GAMESMASTER
I've bought *Batman Returns* on the SNES and I'm totally crap at it. Either that or there's a bug in my copy. I can't beat Catwoman the second time I face her. She gets me every time. Is there anyway you can help? I hope you can because I've come to the end of my tether.
Gary Blair, Bristol

Calm down Gary, here is the extension to your tether. Pick up poor old Catwoman and throw her out of the bottom right-hand corner of the screen. She won't be able to attack you now for a while. Throw punches in her direction and they will connect, but she still won't hit you. This should help you deal with that feline felon.

DEAR GAMESMASTER
I know you're a bit of a rock and roller on the quiet, so I put it to you that you should feel obliged to help an ageing rock and roller like me. I need to know some cheats for *Rock 'N' Roll Racing* on the SNES. Some of the level codes would be a bit on the handy side as well. Cheers matey.
Keith Harris, Manchester

Oh, I should feel obliged to help out an ageing rocker who shares his name with that awful "entertainer" who shoves his hand up Orville's backside. Well, surprisingly I don't feel obliged to help you, but those annoying young brats who run this magazine tell me I have to. Hold down L, R and start on the planet select screen. Scroll through until you get to NHO. Now press right and instead of the next planet being Chem VI it will be INFERNO.

Try this as well. Hold down L, R and start on the player select screen and scroll through until you get to Tarraguinn. Now press right and Olaf (from out of the *Lost Vikings*) will appear. Now try these level codes to get to the later levels. HZLRIMC5SWJ!, GBJQ75CDSWJ!, DHQTS6CNSWJ!, VQY8!RBV5TJ! and XBF7MHB35TJ!.

Simon K – Reginald Bosanquet (a genius of a newsreader) and his googlie-inventing dad (please don't ask).

DEAR GAMESMASTER
I've just bought the fabulous, though bloodless, *Wolfenstein 3D*. I love the game but I want to get a bit further in it, so I guess I'll have to resort to cheating. Have you got anything that could help me, by any chance?
Nigel Fulham, Colchester

I know, *Wolfie* (as it is known in the office) is great. You should see it on the Jaguar. Full-on blood and gore. Hold R on joypad 2 until the title appears. Pick up controller one and start the game in normal mode. Press start to access the map screen and enter any of these cheatS. R, up, B and A to get free ammo and weapons, B, up, B and A for invincible mode, A, A, up and B to get the entire level map and up, B, R and B to exit the level.

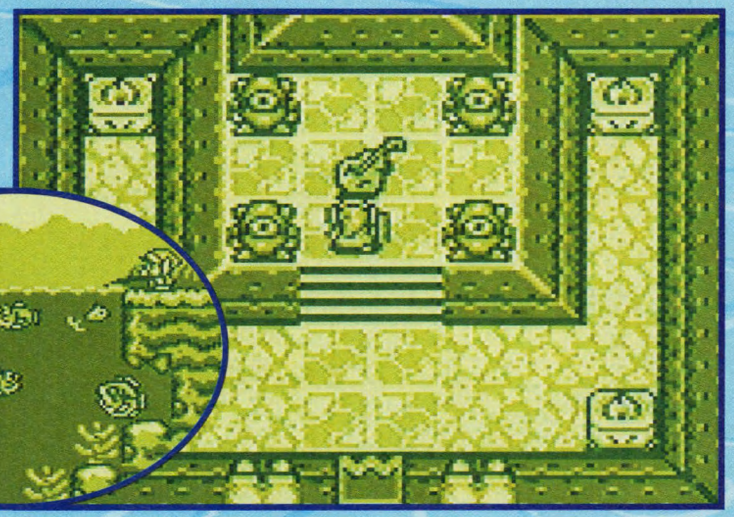
GAME BOY

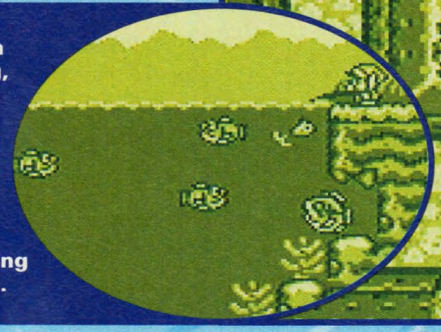
DEAR GAMESMASTER
I'm stuck on *Zelda – L.A.* On Face Shrine, level six, I've found the map, compass and stone slabs. I have also defeated the half-way main enemy which gives me a warp from the beginning to half-way through the dungeon. Now I'm stuck. I can't seem to get any further. I can't even figure out the message on the stone slabs. Help.
Hero Link, Kohlnit Island

Have a look at the map. You'll notice that it makes the image of a face. Go to the room to the left of the left eye and drop a bomb on the wall adjacent to it. Likewise, go to the room below the right-hand eye and drop a bomb just left of centre of the top wall. This will allow you access to further into the dungeon.

DEAR GAMESMASTER
Once more it's a problem with *Zelda* on the Game Boy. Please could you possibly tell me how I can get the fire rod?
Tim Chapman, West Yorkshire

Defeat the half-way guardian on level eight using the boxing glove. Then you'll have to find the secret room (to the right of the large acid pool near the start) which holds the switch that moves the tiles. You need to use the bomb on the right-hand wall of the room to the right of the acid pool.





Les – Adrian Vandenberg, Richie Sambora, Randy Rhoads and Ru Paul – I like a bit of weekend cross dressing I do, hmmm.

... WITH ALL YOUR PROBLEMS. GAME RELATED ONES ARE THE BEST TO SEND IN THOUGH BECAUSE, FRANKLY, WHEN IT COMES TO PERSONAL PROBLEMS GM HAS GOT ENOUGH OF HIS OWN ...

AMIGA

DEAR GAMESMASTER
How do you get into the Ice Palace in *Curse of Enchantia* on the Amiga. I have tried everything. Please, please, please please, please, please, please help me.
Nick Gloyn, Tavistock

Here we go then Nick. Get to the ice stage. Go south and find the walrus. Say hello to him, because you are a nice polite boy. If you now go left and north you will come across a solid block of ice. Attack it with the fishing rod and a creature will be freed.

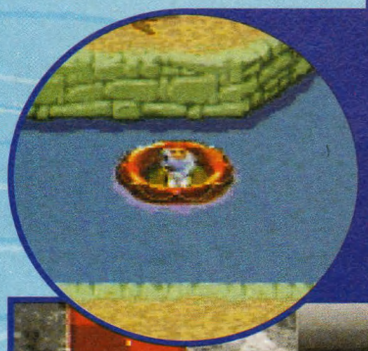
Pick up the ashes of the fire and go back to where the walrus was. To the left there are two snowballs on the floor. Pick them up and throw them at the monster by the ice. He will throw up a creature that will help you later.

Head north until you come across the snoring walrus. Walk over him to the ledge and shout for help. The creature you previously helped will open a gap for you to crawl through. Walk to the edge of the lake and throw the ashes you picked up earlier into the water. A huge sea monster will appear and kindly transport you across the water, all the way to the Ice Palace.

Go to the icicles by the door and pull them in this order; two, three, one and four. You will now be able to enter the Ice Palace. Good eh?

DEAR GAMESMASTER
Oi git. Me reading the Feb issue of your top mag, "Hey, *Jurassic Park* review, maybe, just maybe it's a bit good." I mean, I know 99.99% of film licenses are sheeite, but *Jurassic Park* was an awesome film so maybe, just maybe the game is half decent. What's this? 50%, sod Will Groves (*who?* – GM team), I'll buy it anyway. Doh, the team were right, as usual. Maybe they'll take pity on my mistrust and supply me with level codes or an infinite energy cheat, eh?
James Francis, Glamorgan

Do I assume by all this inane waffle that you want some level codes for the awful *Jurassic Park* on the Amiga? Why didn't you just come out with it? Here they are: 8EB75C3D, EEE7740D, DED7CC15, AE974C2D, 7E673455, BE974C35, BE874425, AE874425, DE5FB8C5, CE5FB0C5, FE6FA80D, FE7FA0D5, 9E0F98ED and DE476415. Oh, and don't refer to me as 'git'.



Oh, and just for the record, remember that psycho reader Ford (who loves us all)? Well, her real name isn't Ford, it's Charlotte. Ha ha ha. She begged us not to tell you but, well, we all need a laugh now and again, don't we? .

GAMESMASTER'S MOST WANTED

1 The turbo moves cheat for *Super SF2*.

2 How to BE Goro in *Mortal Kombat*.

3 How to find all those hidden characters in *Mortal Kombat 2*.

4 How to BE *MK* characters in *NBA Jam*.

5 How to get instant cash in *Elite 2*.

6 How to get to that hidden character in *Rock 'N' Roll Racing*.

7 How to do everything possible in *SSF2*.

8 How to do everything possible in *Mortal Kombat 2*.

9 How to get a copy of *Mortal Kombat 2* before it comes out.

10 How to get a date with Tim Tucker.

This top ten is compiled by assessing all the bleedin' phone calls we get begging for information. Even though we keep saying we can't give out tips over the phone some people keep trying. Just like that sad git who phoned four times a day every day for three weeks asking the same questions. At least try to disguise your voice if you're a psycho multiple caller. So if you want to see something in the top ten, just write in and ask. Oh, number ten isn't actually true you know. Tim made us put it in because he received one fan letter this month. Sad isn't it?

KIKIKAIKAI 2

Our huge review asks, 'Have the Japanese gone mad or what?'

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LETTERS

Here we are once again, back in the very nerve centre of GamesMaster magazine. And what a bustling platform of deliberation it is too, packed full of your delirious and occasionally eccentric comments on all things puzzling, entertaining, and just plain intriguing. But we can't do it alone. Oh no. So why not ventilate your thoughts in your best handwriting on a sheet of crisp A4, and send it to: Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

DEEPLY DIPPY

I have been reading your magazine ever since I received a free copy from WHSmiths with a game I purchased. I now feel both disheartened and disappointed. The time has come to put pen to paper and voice my concern.

Over the past two years, I have seen what in my opinion was an informative and entertaining magazine, turn gradually into a monotonous, unimaginative and to be honest, tiresome publication.

This can be seen clearly in issue 19, with the exclusive review of *Super Street Fighter 2*. Eight pages of the usual crap which so many magazines ran when the arcade machine was released, and not forgetting the hype about *Street Fighter 2 Turbo*.

I appreciate the fact that it is/will be one of the best games released this year, but don't you think you are just encouraging Capcom to release another upgraded version which will cost us another £60-65, just because other releases to date have been rather sub-standard, e.g. *Knights of the Round* (yeah right! Keep up the good work Capcom).

As for the rest of the magazine, after an hour I was bored reading it and wished I had spent the money on something else.

Come on, get your act together and make it (at least a bit) interesting and original.

D.J. RAMSDEN
NORTH YORKSHIRE

Les here. I'm going to answer the letters this month 'cos Tim's sodded off to Puerto Rico. Lucky git. But you should have seen him when he came back from having his jabs (he had one in his bum you know), top funnyage.

So your not satisfied? Well you're sort never are, are you? As for your criticisms, let's face a few facts shall we? *SSF2* was the biggest game to be released this particular month, so it deserved to get the most coverage. If there was something else that was bigger then that would have got the coverage. I'm also sorry to say that as someone who thinks coverage of *SSF2* was over the top, you are in a minority group. Most other people seem to love everything they can get on the game (hence all the merchandising you can get).

So Capcom are releasing an upgrade at £60? The best way to stop them is not to buy the game. Do you think they would keep releasing these upgrades if people stopped buying them? What's the point of complaining when you're quite prepared to spend this kind of cash? We have, as always, got our act solidly together. In fact it has never drifted apart. So, it is without any debate, that we announce you, Mr Ploppy Pants, to be our git of the month.

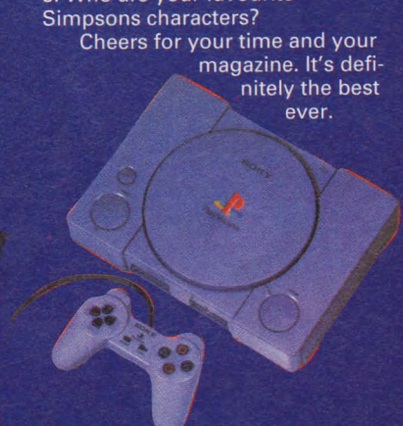
SSF2: limb-flailing extravaganza or geriatric pantomime? Let us know.

WHAT? WHY? WHEN? WHO?

Now then Tim, I have a few questions for yer.

1. When will the mega powerful Sony PS-X be released?
2. Who do you think is better looking, Cammy or Chun Li? I personally prefer Cammy. (*But Chunners is great* – Simon).
3. Who are your favourite Simpsons characters?

Cheers for your time and your magazine. It's definitely the best ever.



COLLECTORS CORNER

I am really, really, really angry and deeply upset about the postcards you kindly chucked in free with issue 19 of the best games mag in the world. They did not feature E. Honda or Zangief.

What went wrong? Did the printing factory blow up as they were printing my cards? Please tell this faithful GamesMaster watcher and reader what happened, before he goes insane.

DANIEL MORDUE
HERTFORDSHIRE

1. If you read the bag on the front it did actually say: "The best fighters". Nowhere did it say all of them, okay? Maybe we will, maybe we won't.
2. Obviously, we'll be first with all the TV show information, but the final look and content for the latest series has yet to be finalised. You can rest easy though, because we'll have some exciting news for you in the very near future.

I am GamesMaster magazine's biggest fan. I have every issue and still have all of the free gifts. I have also entered many of the competitions, but have sadly never won. Anyway, here are a few questions I'd like to ask:

1. In the last issue you gave away 12 postcards of the *Street Fighter 2* characters. But four characters were missing. Are you going to give them away in another issue?
2. In the next GamesMaster TV series, is their going to be another Team Championship?

ADAM REYNOLDS
CANTERBURY

Nothing in life is free. Apart from the free things we give you, which are freer than a free fall parachutist. Or some free-range chickens.

Cammy: 30-18-30. Blue eyes. Expressive eyebrows. Beret.

RICHARD BONNETT
WE DON'T KNOW WHERE HE LIVES

Oh god, Tim warned me about people like you. When? Why? Will? How much? Is this all you can say? Ah well, here goes.
1. At the end of this year (possibly) abroad but it won't be out in this country until late next year at the earliest.
2. Who cares? You sad gimp, they're both videogame characters, and as such aren't real. You'll never be able to go out with them and do fun things, so go and get yourself a life (and a girlfriend).
3. Les – Homer, Tim – Burns, Simon B – I hate them all, Simon K – Homer, Marcus – Lisa (he fancies her, see number 4).
Cheers yourself.

SLEEPY, SUNNY SATURDAY BLUES

Hello again. I was going to write this on Thursday but I left it until 11:30 at night before I started and then I'd forgotten what I was going to say. Then I was going to write yesterday but I was knackered because I'd been playing tennis all afternoon. Anyway, that's why I'm writing now on this sunny Saturday morning which I shouldn't be enjoying because I should be asleep in bed (good place to sleep really). Anyway, on with the points...

1. Does the return of Dominik mean the return of his Big Purple Column as well? After all, you have to cater to the needs of your more intellectual readers. Ahem.
2. Right, on to the subject of crap magazines. Sega Power, eh? Sega bloody Power, eh? I thought Andy was reasonably sane (even if he did use long words too much). I'm going to go and have a lie down, all I can do is pray for Andy's soul.

FORD
DEEPEST HANTS

Zzzzzzzz, oh she's finished. Right, in case you didn't know, Ford is this girl from Portsmouth who writes in all the time with really funny (and weird) letters to keep us all entertained. She was on the phone the other day to me for half an hour (let's see her explain that to her parents). She also chased Tim for days trying to talk to him on the phone, but he blew her out.
1. Yes, Dom is back. Soon.
2. The less said about Ydna Ewol and his defection to my deep freeze, er, I mean Sega Power, the better. Bye bye Andy. Don't pray too hard.

ORDINARY BLOKE IN AN EXTRAORDINARY WORLD

You don't know me. Well, you do now, and erm, basically, I'm an ordinary reader. Or so you may think, for underneath the flesh and bones of this young boy's body, is... 'Simpson's fan number one'. I have seen every single episode at least twice. I have decided to give Tim some quotes to recognise, seeing as he is so darn smart.

1. "Now where did I put my gun?"
2. "Damn crappy nails, superglue my butt!"
3. "I have soiled myself. How embarrassing."

Chun Li: 34-22-34. Rounded thighs. Earrings Rigid collar. Bra on head.

Anyway, on to the good stuff. I desperately want to work for GM. If I send you a review of a game of your choice and a photo, maybe you could check me out in a soft and gentle way.

ALISTAIR GRAY
ESSEX

Easy.
1. Homer the Vigilante. The line is actually, "Marge, get my gun."
2. When Homer was trying to build a kennel for Santa's Little Helper.
3. Homer's brother comes back to the house. He wants Homer's inheritance to put towards an invention. The machine is one that translates baby gurgles into words, and it's Maggie who says this.
You can try for a job if you like but you'll have to be a bit bleedin' good. And make sure your parents let you.

GIRLS AND BOYS

Right, I'll get straight to the point. I'm a girl, and I'm a bit disappointed with the coverage we ladies receive in your top mag. It just seems to be all boys who write in, but there are many girls out here who enjoy playing videogames, and indeed, reading videogame magazines. But you hardly print any letters from girls. Why is this? You must receive some.

It's not like I enjoy playing the so-called 'girlie' games. I like games like *Mortal Kombat* and *Robocop Versus Terminator* as much as the next man (or woman), and in fact can pan my brother on *Street Fighter 2*.

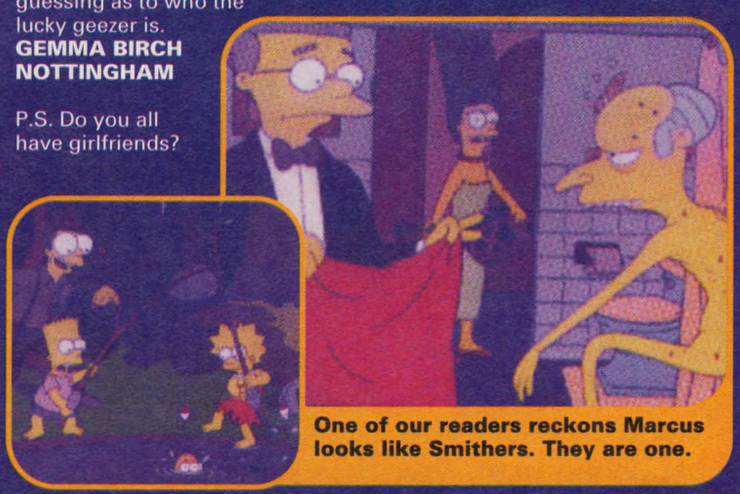
I hope you can correct this sexism problem, as apart from this the mag's brill. You definitely have the best reviewers, one of which I quite fancy.

I hope you're not embarrassed by a fourteen-year old girl fancying you, but I'll leave you guessing as to who the lucky geezer is.

GEMMA BIRCH
NOTTINGHAM

P.S. Do you all have girlfriends?

There is one simple reason we don't print many letters from girls. We don't get any. There's yours Gemma (don't I know you from somewhere?) and there's crazy psychotic Ford. That's it. How would you suggest we correct this sexist problem? It's hardly us being sexist if girls don't write in, is it? The only other solution is to make letters up, but we don't do that.
P.S. Yes, Tim is happy with Auds, Simon is happy with Nicky, Les is happy with Kate and Marcus is deeply in love with Claire. So tough luck.



One of our readers reckons Marcus looks like Smithers. They are one.

THE MAIL ORDER GUIDE

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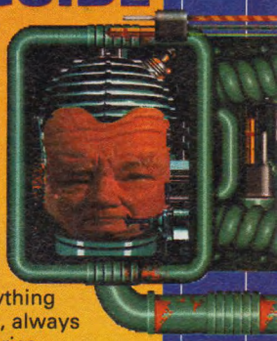

1 Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on adverts.

3 Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.

4 By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.

6 Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7 When sending a cheque, keep a note of the cheque number, date and its exact value. Make sure you know the exact name of the mail order company.

8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of GamesMaster magazine.

10 If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

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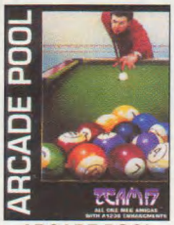

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GAMESMASTER

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GAMESMASTER

5 different **GUNS**,
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